Design and Technology
To be able to design, create and evaluate a labyrinth. To be able to design, create and evaluate a reproduction of the Parthenon.

HISTORY- To learn about Greece and to place the ancient Greek civilization in time. To learn about the differences between Athens and Sparta and to understand the term 'democracy'. To learn about ancient Greek warfare. To find out about the beliefs of the ancient Greeks. To find out about daily life in ancient Greece. To learn about the impact of the ancient Greek civilization on the modern world.

Literacy:

Letter writing

•Play script

•Newspaper report

•Review of a performance

–SCIENCE
Light and electricity planning different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary reporting and presenting findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations
associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit
compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches
use recognised symbols when representing a simple circuit in a diagram

GEOGRAPHY –. To find out about the physical geography of Greece. To find out about the population and culture of Greece today.

Theme and related novel – Theatres

Computing:
Algorithms programming

Autumn 2

ART –To be able to design, create and evaluate comedy and tragedy masks. To be able to decorate a pot in the style of ancient Greek pottery.

Music:
Ancient Greece. Exploring triple time/pentatonic scale. Leitmotif

MFL
In France

PE – Dance