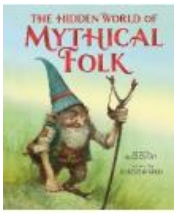
What did the Ancient Greeks ever do for us?

Year 5 - Autumn 2

Reading texts: Percy Jackson and the Lightning Thief 	Writing texts: The Hidden World of Mythical Folk 	Maths Units Measurement  Fractions and Geometry  Place Value addition and subtraction 
Science:  Making new substances	History  Ancient Greeks	Art  Drawing Project

	Disciplinary Knowledge	Substantive Knowledge	Key Vocabulary
History	1. Begin to identify primary and secondary sources. 2. Select and combine relevant information from different sources. 3. Use the evidence collected to build up a picture of life in the 4. time studied. 5. Make comparisons between different times. 6. Use dates and vocabulary related to the passing of time, such as modern, ancient, BC, century, decade. 7. Study different aspects of life of different people. 8. Show some understanding that aspects of the past have been represented and interpreted in different ways.	9. To understand what Greek life was like. 10. The achievements of the Greeks- mathematics, literature, politics, science, medicine 11. Know how historians find out about the past and what archaeology is. 12. Know how they influenced the western world (Olympic Games and democracy). 13. Know about mythical beasts and their gods.	Acropolis Ancient City state Greece Civilization Parthenon Temple Theatre Tragedy and comedy Sparta
Art	1. . Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. 2. Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. 3. Use dry and wet media to make different marks, lines, patterns, textures and shapes. 4. Show an awareness of how paintings are created.	5. Know and understand the great artist linked to specific time periods/art work they are focusing on. 6. Know and understand the great artist linked to specific time periods and the impact they had historically. 7. Continue to apply knowledge and understanding of how to hold and use an implement correctly to create different textures, shades and tones	Source Detail Develop Wet media Dry media Shading Hatching