

Can I write a narrative which captures what it was like to live in Ancient Egyptian times?

Previous history learning:

We explored the ancient Greeks. We identified when and where the ancient Greek period took place, researched aspects of daily life and society, as well as identifying historical figures as a model for writing our own myths.

This learning experience:

The children will be immersed in a rich learning experience, discovering all about the achievements of the Ancient Egyptian civilisation, including: how and where the ancient Egyptians lived; what was important to the daily lives of ancient Egyptians; how mummies were made; and who the main Egyptian Gods were.

Concepts- Community

Outcome

The children will write a narrative using their knowledge of ancient Egypt, taking responsibility for choosing their plot, setting and characters.



Power and Influence



Chronology

Key vocabulary

- Ancient Egypt
- Civilisation
- Culture
- Pharaoh
- Embalm
- Sarcophagus
- Mummification
- Cartouche
- Pyramids
- Sphinx
- Artefacts
- Hieroglyphics
- Tomb
- Canopic Jars



Knowledge and Skills

History

- To know who the Egyptians were.
- To know how the Egyptian civilisation grew.
- To know who the main Egyptian Gods were and why they were important.
- To know about aspects of Egyptian culture and how beliefs effected what they did e.g. mummification.

Writing

- To describe characters, settings and atmosphere.
- To use inverted commas to integrate dialogue.
- To use a wide range of punctuation for effect.

Character

Our gateway is **Flourishing**.

The character value that we are focusing on is **responsibility**.

The children will be able to plan and write their own narrative which will be shaped by the various texts that we will explore throughout this enquiry.



Metacognition

With a focus on **creativity**, we will be developing our ability to:

- Compare and contrast a range of ideas.
- Develop my ideas after reflecting on feedback.
- Justify and explain how my idea is better.

Thinking Tool - Sequence Map

