



Topic web: Are we civilised?

Spring 2
2025
Class 3

This term, we are travelling back in time to explore the incredible world of Ancient Greece! We will discover how the Ancient Greeks lived, their amazing myths and legends, and the impact they had on the world we know today. From the Olympic Games and powerful city-states like Athens and Sparta to great thinkers, artists, and warriors, we will uncover what made this civilization so special. Through exciting activities, research, and creative projects, we will learn about Greek gods and goddesses, explore daily life in Ancient Greece, and find out how their ideas still influence us today.

As **mathematicians**, we will become confident at comparing and calculating fractions, decimal numbers and percentages and working on length, area and perimeters of shape.

As **readers and writers**, we will be engaging with the book 'Mark of the Cyclops' by Saviour Pirotta and using it as inspiration for creating our own narratives that focus upon setting and character descriptions.

As **athletes**, we will be broadening our gymnastic skills with a variety of balances and holds and creating dance routines based on military manoeuvres of ancient civilisations.

As **historians**, we will find out about Ancient Greece, with a particular focus on how they have influenced modern governments, philosophy and languages.

As **scientists**, Year 4 will learn about plants and how they reproduce in a variety of ways. Year 5 will learn about the life-stages of humans. Year 6 will be learning about the Theory of Evolution; what it is and how it was derived.

As **designers**, we will be exploring simple machines and how they can be adapted to construct ancient siege weaponry such as catapults and ballista.

As learners of different **faiths**, we will explore the question: 'What matters most to Humanists and Christians?'

In **PSHE**, we will focus on personal health, covering aspects as broad as hygiene to mental well-being.

As **musicians**, we will learn how to perform and create music driven by our own relationships with music and our favourite genres.

As **computer programmers**, we will be creating artistic pieces using painting software and coded instructions to generate patterns.