YEAR 3 – What were the Egyptian's Greatest Achievements?

Sticky Knowledge

- A Civilisation is a stage in human society when it reaches a more advanced stage of development (government structure, religious organization, a system of writing and art.) All of the Ancient Civilisations existed along the same line of latitude so they all had warmer climatesThey all emerged by rivers and were supported by agricultural communities.
- Ancient Sumer was located in modern day Irag and they created a system of writing, the wheel and traded with the Egyptians. The Shang Dynasty are known for their writing system, calendar and bronze work. The Indus Valley is located in part of modern – day India and Pakistan. They are known for their cities.
- Egypt developed along the river Nile and this was fundamental to life in Egypt. Settlements developed on its banks and it was used for drinking water, fishing, hunting, transport for trade and leisure.
- The agricultural system was very successful because of the rich silt and the annual floods the Nile brought.
- Ancient Egyptian culture valued the written word. Scribes played an important role in the Egyptian State using hieroglyphics..
- The Egyptians worshipped a huge number of Gods that guided every aspect of their lives.
- Mummification was the process of embalming the dead.
- In the Old Kingdom the Pyramids were built in Giza. They were built to preserve the Pharaohs.
- It was the responsibility of the Pharaoh to preserve the harmony of the land.

Key Dates

Ancient Civilisations Include:

Ancient Egypt 3150BC – AD30

Sumer 3200 BC – 1792 BC

Indus Valley 2600BC – 1900BC

Ancient China (Shang Dynasty) 2070BC – 220AD

They all existed at similar times but had different durations.

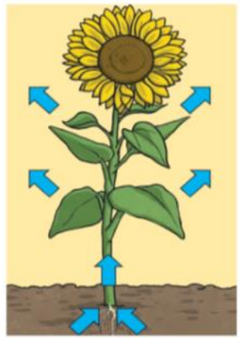
Science: Light

- Light is reflected off of surfaces.
- Light from the sun can be dangerous. We need to protect our eyes.
- Shadows are formed when the light from a light source is blocked by a solid object. The size of shadows can change depending on where the light it coming from.

Skeletons and Muscles

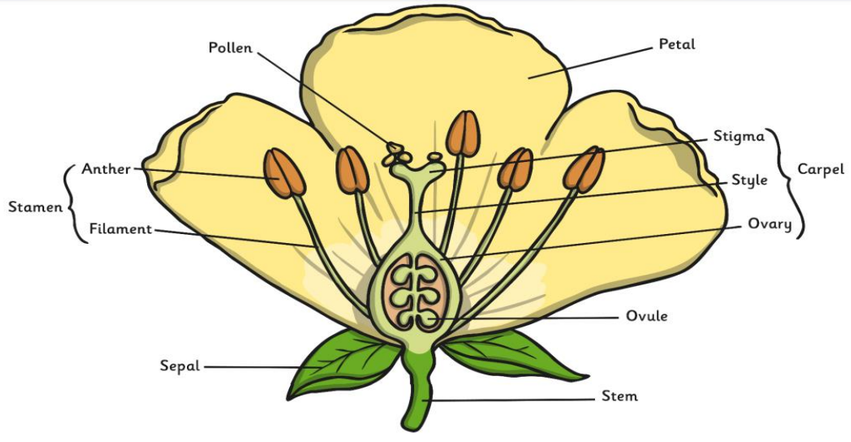
- Skeletons bend at joints where two or more bones join together
- Muscles are attached to bones and tendons to help them move.
- When a muscle contracts it gets shorter. Muscles can only pull so work in pairs.

Water Transportation



Pollination

Pollination occurs when pollen from the anther is transferred to the stigma. Wind can blow pollen from one plant to another. Insects like bees and butterflies are attracted to the bright colours of the petals and the sweet scent of the flower.



DT:

- Felt, hessian, cotton are different types of fabric
- Stitching around the edge of a material prevents fraying.
- Different techniques we can use with materials are: fraying, knotting, fraying, fringing, pulling threads, twisting, plaiting.

Art

- Inka Essenhigh is an American Landscape Artist

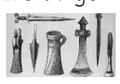
Computing

- Scratch is a programming environment. You can create and algorithm which is a set of instructions to move your sprite.
- The code tells the sprite which actions to perform.

3,000 000 BC – Stone Age

2100 BC Bronze Age

750BC Iron Age



55 B.C

Caesar invaded the UK

3150BC

Ancient Egypt

AD30

A.D. 410

Romans leave UK

A.D. 1666

Great Fire of London

A.D. 1837-1901

Victorian era

A.D 2023

Present day

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Cross Curricular Vocabulary

Ancient Civilisation Dynasty Kingdom Settlements Agricultural BC AD Decade Century Ancient Timeline Interpret Source Explain Suggest Identify	functions nutrients nutrition air transport (water) life cycle pollination seed formation seed dispersal reproduce fertiliser light dark (absence of light), reflect, shadow, opaque mirror reflective surface classify nutrition diet skeleton muscles protection support movement bones skull shell digestive system stomach small intestine	un deux trois quatre cinq six sept huit neuf dix	Janvier Février Mars Avril Mai Juin Juillet Août Septembre Octobre Novembre Décembre	marks textures blocking effects washes thickened lighten darken colour complimentary colours shades tones media create purpose ideas plans source material record sketchbook experiment brushes control mix	fabric textiles decorate simple stitch weaving collage layering thread needle dyes knotting fraying fringing pulling threads twisting plaiting
scientific predict question enquiry fair test observe observations measure gather large intestine oesophagus		Glide Sequence Event Task Design Code Run the code Order Note Chord Algorithm Programming Scratch Blocks Commands Code Sprite Costume Stage Backdrop Motion Turn Point in direction Bug Debug		beat pulse compose structure pattern improvise	rhythm djembe Open tone High tone Bass tone Low tone Call and Response Master Drummer repeat