[](https://www.google.co.uk/imgres?imgurl=https://imgs.drawinghub.com/drawing-a-realistic-minotaur_1_000000020916_4.png&imgrefurl=https://drawinghub.com/tut/drawing-a-realistic-minotaur-22995&docid=p_AtRfXRpbHb1M&tbnid=QWexMJPb0Wqz5M:&vet=10ahUKEwjFhJysrJTYAhUMLMAKHUfXArEQMwj6ASgqMCo..i&w=858&h=1040&bih=568&biw=1358&q=Minotaur&ved=0ahUKEwjFhJysrJTYAhUMLMAKHUfXArEQMwj6ASgqMCo&iact=mrc&uact=8)

***Ancient Greece***

***Theseus and the Minotaur***

Art/DT:

Make pots from clay based on Greek pottery

Find out about Greek art and designs and their significance, draw these and paint them on our pots

Design and make Greek masks for plays

Observational drawings and mark making

French:

* La Nourriture

PSHE:

Going for Goals

History:

* investigate life in Ancient Greece including farming and food, homes, families and clothes
* look at a time line of key events in Ancient Greece, investigate democracy and how maths has its roots in the Greeks of this time

Geography:

Compare Greece to the UK

* Locate the Worlds continents and countries
* Understand geographical similarities and differences through the study of human and physical geography

Maths:

* Division – using concrete objects and moving onto short division
* Fractions and Decimals – fractions of objects and amounts, the relationship between fractions and division, tenths of amounts and equivalent fractions
* Solving Word Problems

RE:

Islam: How does a Muslim show their submission and obedience to Allah?

Literacy:

* Stories from other cultures - Myths
* Poetry – writing, learning and performing poetry
* Play scripts – identifying the features of play scripts, writing our own script and performing our play
* Persuasive writing – letter to the Minotaur, ‘Please don’t eat me!’

Science:

Living Things and their Habitats

Grouping living things

Classifying Vertebrates

Classifying invertebrates

Classification Keys

Local Habitat survey

Environmental changes

PE:

* Gymnastics
* Dancing

Music:

* Play it again!

ICT:

Excel, making bar charts and recording information