



## Curie Class Summer 2 Project Planning – Walk like an Egyptian

### W/C 05.06.23

Geography - To be able to label a diagram of the water cycle.

History - To understand where Ancient Egyptians believed they would go after death.

Art - To design and make a Canopic Jar.

### W/C 12.06.23

Music - To know how to use a form of notation to represent sound, notes and pitch.

History - To know why Tutankhamun's Tomb was an important discovery.

Art - To explore different stitching techniques.

### W/C 19.06.23

Science - To identify key roles of food chain and their importance.

History - To understand how we are still learning about the Ancient Egyptians.

DT - To research a Shaduf and its design.

### W/C 26.06.23

Music - To use notation to play an instrument.

Science - To construct a food chain and food webs.

DT - To design a Shaduf.

### W/C 03.07.23

RE - To understand how stories of faith guide people's lives and to understand different religions believe the world was created and what happens after death.

Computing - To research adverts and select key methods used.

DT - To make a Shaduf.

Science - To explore what happens when food chains are disrupted.

### W/C 10.06.23

Computing - To create and advert to sell Shaduf.

DT - To explore food grown and reared in Egypt compared to other countries. To research where foods are grown around the world and how they are transported.