

History

What I should already know

- Know where the people and events they study fit within a chronological framework and identify similarities and differences between ways of life in different periods.

The Journey

- To learn about where and when the Ancient Egyptians lived
- To learn about the daily lives of many Ancient Egyptian people
- To understand and explain the Ancient Egyptian ritual of mummification
- To learn about the discovery of the tomb of Tutankhamun
- To compare the powers of different Egyptian gods



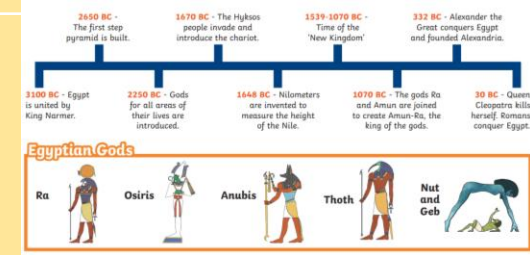
Key Vocabulary



Ancient	Egypt	Mummified
Egyptian	BC/AD	Cultural
Preserved	Tutankhamun	Pharaoh

What I will know by the end of the unit

Know where and when the Egyptians lived.
Learn about mummification and Egyptian gods



Knowledge Organiser – Summer 2 2022, Ancient Egyptians, Class 2

Science

What I should already know

- How to perform simple tests, gather and record data to help in answering scientific questions.

The Journey

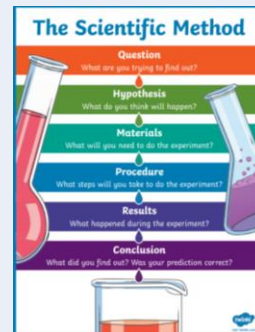
- To understand how shadows are formed
- To identify magnetic materials
- To understand that some materials change state when they are heated or cooled
- To find patterns between the pitch of a sound and features of the object that produced it

Key Vocabulary

Opaque	Translucent	Transparent
Investigation	Conduct	Record
Predict	Property	Magnetic materials

What I will know by the end of the unit

How to conduct a science investigation and create scientific reports.



Computing

What I should already know

How to use sequence, selection and repetition in programs.

The Journey

- To program a Bee- bot with a synchronized class dance
- To program a Bee-bot with an original dance
- To create a simple composition using a sampled sound

Key Vocabulary

Programs	Debug	Algorithm
Sequence	Record	Simulating
Output	Controlling	Variables

What I will know by the end of the unit

How to design, write and debug programs that accomplish specific goals, including controlling or stimulating systems



PSHE

What I should already know
 The scientific name for parts of the body including genitals. How babies grow up to be adults. Giving consent and having choices over our bodies.

The Journey

- To describe male and female body parts and explain what these are for
- To describe how boys' and girls' bodies will change as they go through puberty
- To describe the feeling that some people experience as they grow up
- To understand that there are many different types of relationships and families
- To describe how babies are made and how they are born

Key Vocabulary
 Reproduction, offspring, sibling, relatives, puberty, female, male, relationships

What I will know by the end of the unit
 To learn about the changes that happen to our body as we grow.



RE

What I should already know
 Christianity- peoples beliefs and place of worship.
 Hinduism- stories and Gods.

The Journey

- To understand what it means to be Christian in Britain today
- To understand how Hindu people show their faith at home
- To understand how Hindu people show their faith in the community

Key Vocabulary
 Faith, community, worship, prayer, bible, churches, God, Diwali, Bhajans

What I will know by the end of the unit
 What it means to be a Christian or Hindu in Britain today.



Art

What I should already know
 Used a range of materials creatively to design and make a product.

The Journey

- To design an Ancient Egyptian inspired cartouche
- To create a clay model of an Ancient Egyptian cartouche

Key Vocabulary
 Design, make, evaluate, Ancient Egyptian, cartouche, technique, texture, score, gauge, coil, smooth, slip

What I will know by the end of the unit
 To design and make an Ancient Egyptian inspired cartouche out of clay.



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Music

What I should already know
 How to play notes in time to a given rhythm.

The Journey

- To assess how the combination of musical elements are used to communicate different moods and effects
- To play tuned and untuned instruments with control and rhythmic accuracy
- To analyse and compare sounds

Key Vocabulary
 Musical elements, pitch, duration, dynamics, tempo, timbre, texture, structure, mood, control, rhythm, tuned, analyse, compare.

What I will know by the end of the unit
 Identify rhythm and layers in music.

Design Technology

What I should already know
 How do design a product for a set purpose using a range of techniques.

The Journey

- To understand the purpose of Egyptian reed boats and design my own
- To build a model Egyptian reed boat to transport cargo across a pool of water

Key Vocabulary
 Reed boat, design, make, evaluate, purpose, outcome

What I will know by the end of the unit
 Design and make an Ancient Egyptian reed boat for a given purpose.



MFL

Key Phrases
 Le magasin de chaussures, la fromagerie, la boucherie, la boulangerie, la patisserie, le marche, la bijouterie, le magasin de jouets, J'aime, Je n'aime pas, J'aime beaucoup, J'aime un peu

PE

Key skills
 Teamwork, co-ordination, throwing, catching, batting, bowling, travelling, control, strength, fielding, attacking, defending, passing.