

Jennett's Park Creative Journey Planner YEAR 4 TERM 1

Empowering our children to flourish and achieve under God's love

Name of Unit – Twenty Drachma a Day

The Context (Why): Learning about how Ancient Greece shaped the world

They need to know and understand:

History
The achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and a depth study of The Ancient Greeks

Geography
Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied

DT
Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

Art
to create sketchbooks to record their observations and use them to review and revisit ideas to improve their mastery of art and design techniques, including drawing

Educating for Wisdom, Knowledge and Skills	To help grow resourceful, resilient and reflective children who are equipped with the skills, knowledge and tenacity empower themselves, their learning throughout their lives.
Educating for Hope and Aspiration	To inspire and enrich lives beyond current opportunities and experiences in order to open minds to the potential their future holds
Educating for Community and Living Well Together	To be a multi-cultural, inclusive community of individuals loved by God who feel valued and involved where we create qualities of character to enable people to flourish.
Educating for Dignity and Respect	That children might know how much that they are loved and valued by so that they might show dignity and respect for themselves and others by carefully and safely thinking through their actions.

Immersion Activity- What do they need to know? How are you going to start with a bang?

Immersion activity – Ancient Greek day

The Challenge or Big Questions

How did the Ancient Greek civilisation shape our world today?

Why is the Greek language important today?

Is it better to look forward or backwards?

Real life context and links to Wider World (International/ Charity/ World of Work)

Understanding that we are all shaped by a common past and that the world is connected in many ways

Activities (Possible Route of learning)

1. Research inventions
2. Research Greek Gods
3. Greek art
4. Greek alphabet
5. Maps
6. Greek culture – food, art, maths, philosophy, medicine
7. Olympics

Trips/ Visits / Experiences

Ancient Greek day in school

Learn some basic language

Stick day

Yellow day

Cardboard day

Challenge 10 activities

Graffiti Wall

Bagel Thinking

Oracy Links

Debate – what would the world be without the Greeks

Vocabulary

Ancient, civilisation, philosophy, language, medicine, democracy

Literacy, Maths and Computing Links

Who let the Gods Out?

Greek myths

Non-chronological reports on Gods

Online research

How we will cover Owl Learning Behaviours and Rainbow Values in this journey

C - *Collaboration*

O - *Optimism*

P - *Perseverance*

P - *Pride*

I - *Independence*

C - *Challenge*

MD - *Managing Distractions*

♥ Love ♦ Honesty 🏛️ Respect 🕊️ Peace

🙏 Forgiveness ⌚ Patience 🤝 Support

😊 Kindness & Joy

Home Learning Projects

Art - create a Greek temple in whatever media you would like

Research the early Olympic Games

Research and present information on a famous Ancient Greek

Final Quality Products

Booklet showing learning

Greek day

Greek masks

Mosaics

How to Share and Celebrate Success

Greek day

Sharing of project books

Parent book look