



**Theme Overview: The Beginning of Humanity**  
**Year B - Autumn Term**  
**Years 5/6**

**Key Questions**

Summer 1: When did humanity begin?  
 Summer 2: How much importance did pharaohs have in Ancient Egypt?



**Curriculum Intent (link with values etc):**  
 This topic will go back as far in terms of historical knowledge as is taught in KS2. It will open the children’s minds to the beginning of humanity, and they can compare and contrast this to other time periods they have studied. This first unit will teach the children about how the Stone Age to Bronze Age period impacted on life in Britain. Children will explore how humans survived during this period through creating a Scratch program to replicate dangers and challenges. By the end of this unit, all children will know where the Stone Age gets its name from and will be able to explain why children worked in copper mines. We will move onto Ancient Egypt to see how much has changed, what is the same and to see what we have learnt from these time periods. This Ancient Egypt unit will teach the children in depth about the achievements of this ancient civilisation. They will learn about how and where the Ancient Egyptians lived, what was important to the daily lives of Ancient Egyptians. By the end of this unit, all children will address and sometimes devise historically valid questions about change, cause, similarity by learning about the daily lives of many ancient Egyptian people. The class books for this term will focus on compassion: a boy who loses his father and a girl who has an ill grandfather.

**Enrichment and Experiences:**  
 The Wilson museum Cheltenham resources

**English – long term overview coverage:**  
 Recount, debate, persuasive writing, biography, play scripts, stories with dilemmas, letters.  
 Some; others sentences, Name – adjective pair – sentences.

**Possible texts:**  
 Wolf Brother  
 Secrets of a Sun King

**Opportunities for Cross Curricular Maths:**  
 Negative numbers, time

- History NC objectives**
- changes in Britain from the Stone Age to the Iron Age
  - the achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and a depth study of one of the following: Ancient Sumer; The Indus Valley; Ancient Egypt; The Shang Dynasty of Ancient China

- Computing**  
**CQ Threshold concept:** Code  
**NC objectives:**
- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
  - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

- Science NC objectives**
- explain that unsupported objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object
  - identify the effects of air resistance, water resistance and friction, that act between moving surfaces

- recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect.
- using test results to make predictions to set up further comparative and fair tests
- reporting and presenting findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations

**Art NC objectives**

- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]

**DT NC objectives**

- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]

**PSHE area of focus (For objectives see Whole School PSHE overview)**