



TIME TO SHINE ASSESSMENT SHEET



ADVENTURERS - SPRING 2020

Beliefs, Myths and Legends

| | | |
|--|--|--|
| TIME TO SHINE OPPORTUNITY <i>How do artefacts teach us about the past and how people lived?</i> | TIME TO SHINE OPPORTUNITY <i>Design, create and evaluate an artefact that could be found in the Valley of Kings.</i> | TIME TO SHINE OPPORTUNITY <i>Can your mathematical skills solve the riddles of the Sphinx?</i> |
| Curriculum areas: History, English | Curriculum areas: Computing, History, Art and Design | Curriculum areas: Maths |
| Learning outcomes | Learning outcomes | Learning outcomes |
| I will create an information poster to explain what artefacts have taught us about the past. Ideas may include: famous archaeologists, canopic jars, pyramids, burial masks, temples, inscribed jewelry, statues. etc To be successful, I may <ul style="list-style-type: none">• use subheadings or paragraphs• Use descriptive, topic based vocabulary accurately• Include questions• Ensure I use a range of openers to keep my reader interested.• Be accurate and well researched. | I can take inspiration from the past to design and create my own artefact that would look at home in an Egyptian museum. To do this, I may: <ul style="list-style-type: none">• Create a mood board of patterns and ideas I like using ICT.• Take inspiration from non-fiction books.• Roll and carve clay using different tools to inscribe meaningful symbols.• Produce a catalogue description for my artefact to evaluate and explain the significance of any colours, shapes and inscriptions. | I can use my mathematics skills and knowledge to solve routine and non-routine riddles set by the Sphinx. <ul style="list-style-type: none">• I show resilience when problem solving.• I can explain my answers (verbally or in written form)• I am systematic in my recording.• I can select resources or strategies with some independence. |
| Key Vocabulary | Key Vocabulary | Key Vocabulary |
| artefact, excavate, archaeologists, tomb, depicts, inscription, hieroglyphics, sources, tomb, sarcophagus, canopic jar, mummification, afterlife | mood board, web search, non-fiction, inscribe, significance | systematic, record, resilience, multiply, divide, add, subtract, half, double and the names of 2D and 3D shapes. |
| Opportunities to celebrate learning | Opportunities to celebrate learning | Opportunities to celebrate learning |
| <i>Our posters are to be shared with other classes.</i> | <i>We will tweet images of our work to be appraised by archaeologists.</i> | Defeat the Sphinx and we will end our term with a reward. |