Year 6 Spring 2 – Groovy Greeks

**Critical Thinking**
- Demonstrate that dissolving and changes of state are reversible changes.
- Decide how mixtures might be separated, including through filtering, sieving and evaporating.
- Explain that some changes are not usually reversible, including changes associated with burning.
- Plan different types of scientific enquiries to answer questions, including recognising and controlling variables.
- Recognise how our behaviour and that of others may influence people both positively and negatively.
- Work and play independently and in groups, showing sensitivity to others.
- Understand the importance of making changes in adopting a healthier lifestyle.

**Collaboration**
- Find pairs of numbers that satisfy an equation with two unknowns.
- Enumerate possibilities of combinations of two variables.
- Solve problems involving similar shapes where the scale factor is known or can be found.
- Interpret and construct pie charts and line graphs and use these to solve problems.
- Calculate the mean as an average.
- Write in role as a character from the story
- Write a newspaper report detailing the significance of the battle of Marathon.
- Explore how a character facing a dilemma overcomes it.

**Creativity**
- Look at the artwork of Shadi Ghadirian.
- Discuss how people can be reduced to objects with the items they become associated with.
- Focus on form to create sculptures made from everyday objects.
- Experiment with framing images using a camera and explore the different effects they have.
- Listen carefully, demonstrating musical understanding and increasing aural memory.
- MUsiv?

**The World and Me**
- Explore dance to enact a fight between the Greeks and the Trojans.
- Undertake observational drawing skills when sketching/drawing their Greek pots.
  - To present a debate with answer, point and explanation.
  - Investigate many important aspects of political life in ancient Greece in society including freedom and control, the rights and responsibilities of a citizen.
  - To use running, jumping, throwing and catching in isolation and in combination.
  - To develop flexibility, strength, technique, control and balance.

**WOW MOMENTS**
Dress up day to experience life in ancient times including food and mini Olympic Games.