

## **Baghdad**

Year 6

### **Geography**

Children will

Identify the position and significance of latitude and longitude, the Prime/Greenwich meridian and time zones (including day and night)

Use 6 figure grid references.

### **Art and Design**

Children will explore: The use of fabrics to create 3D structures. (Batik Craft)

Explore the work of artists, craftspeople and designers of Islamic art.

### **History**

Children will learn about:

A non-European society that provides contrast with British history – a study of the early Islamic civilisation including a study of Baghdad c. A.D. 900

In its Golden Age, ten times more people lived in Baghdad than in London. What was so special about the round city? Compare to Ancient Athens.

### **Science**

#### **Living things and their habitats**

Pupils should be taught to:

-describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals

-give reasons for classifying plants and animals based on specific characteristics

### **ICT**

Children will create an adventure game set in the ancient civilisation of Baghdad using sequence, selection and repetition in programs.

Work with variables and various forms of input and output,

Design, write and debug programmes that accomplish specific goals.

Use technology responsibly, securely and safely

### **R.E.**

#### **Ascension and Pentecost**

Implications of events for today, inspiration:

What is Pentecost?

Symbols and Celebrations.

A visit to a Mosque and Synagogue will take place this term.