

## Kingsmoor Learning Pathway

### Maths

- Securing fluency to 20.
- Place value - making 10s and more.
- Place value and regrouping 2-digit numbers.
- Counting on and back in ones and tens.
- Representing, ordering and comparing numbers.
- Mental addition and subtraction.

### Geography

- Name and locate the world's seven continents and five oceans
- Identify Egypt on a map
- Identify human/physical features of Egypt.
- Use basic geographical language to refer to physical and human features of Egypt.

### History

- Identify Significant people from Egypt (King Tutankhamun)
- Historical buildings including Pyramids.

### PSHE

Relationships & health & well being

### RE

Special things in nature & Special People

### WOW days/ Key events/ Educational visits

- Egyptian day
- Maths puzzle company

### Enchanting Egypt



### Art/Design & Technology

- Use a range of materials to creatively design Egyptian artefacts.
- Create symbolic Egyptian sculptures.
- Draw famous landmarks of Egypt.
- Evaluate own work.

### Music

- Explore Egyptian music and instruments.

### ICT

- Research.
- Use technology safely and respectfully.
- Recognise common uses of technology beyond school.

### English

- Traditional Tales
- Fairy Tales
- Explanation texts
- Recount
- Poetry
- Calligrams
- 'Take a book'

### Science

#### **Autumn 1 & 2:**

Animals Inc. humans  
Animals native to Egypt

### International

- Tourism in Egypt.
- Tourist attractions.

### Home learning

- Visit the library to research about Egypt.
- Weekly Maths, English and spelling homework.
- Daily reading