







Lower Key Stage Two - Curriculum Mapping

Egypt

February 2026 - July 2026



 <p>History</p>	 <p>Geography</p>	 <p>Art</p>	 <p>Design & Technology</p>
<p><u>An overview of when the first civilisations appeared and then an in depth study of Ancient Egypt</u></p> <p>To investigate & interpret the past Use evidence to ask questions and to find answers to questions about the past.</p> <p>Suggest suitable sources of evidence for historical enquiries.</p> <p>Use more than one source of evidence for historical enquiry in order to gain a more accurate understanding of history.</p> <p>To build an overview of world history Describe the social, ethnic, cultural or religious diversity of past society.</p> <p>Describe the characteristic features of the past including ideas, beliefs, attitudes and experiences of men, women and children.</p> <p>To understand chronology Place events, artefacts and historical figures on a timeline using dates.</p> <p>Use dates and terms to describe events.</p> <p>To communicate historically Use appropriate historical vocabulary to communicate, including: time period, era, change, chronology, overview, ancient,</p>	<p><u>To study the key features of Egypt including rivers and the water cycle, settlements and land use. There is a specific focus on the River Nile.</u></p> <p>To investigate places Ask and answer geographical questions about the physical and human characteristics of a location.</p> <p>Use a range of resources to identify the key physical and human features of a location.</p> <p>Name and locate the countries of Europe and identify their main physical and human characteristics.</p> <p>To investigate patterns</p> <p>Name and locate the Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle and date time zones. Describe some of the characteristics of these geographical areas.</p> <p>Describe geographical similarities and differences between countries.</p> <p>To communicate geographically Describe key aspects of:</p>	<p><u>To create and decorate canopic jar heads. To develop printing techniques linked to hieroglyphs</u></p> <p>To master techniques Select and arrange materials for a striking effect.</p> <p>Ensure work is precise.</p> <p>Use coiling, overlapping, tessellation, mosaic and montage Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). Include texture that conveys feelings, expression or movement.</p> <p>Use clay and other moldable materials.</p> <p>Add materials to provide interesting detail.</p> <p>Use layers of two or more colours.</p> <ul style="list-style-type: none"> Replicate patterns observed in natural or built environments. Make printing blocks (e.g. from coiled string glued to a block). 	<p><u>Understand how key events and individuals in design and technology have helped shape the world</u></p> <p>Take inspiration from design throughout history Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs. <i>Not a project where they produce something but they need to develop an understanding as to why Design and Technology is so important in their lives and the progress that has been made in the world as a result. Doesn't need to be lots of lessons.</i></p> <p>To communicate Use vocabulary and phrases such as: alter, design brief, prototype, purpose, refine, appearance, creative process</p> <p><u>To design and create a product to master practical skills using joining materials, using strengthening techniques such as winding mechanisms.</u></p> <p>To master practical skills</p>

<p>civilisation, account, archaeology, evidence, beliefs, society, cultural, BC, AD</p>	<ul style="list-style-type: none"> • physical geography, including: rivers, mountains, volcanoes and <u>the water cycle</u>. • human geography, including: settlements and land use. <p>Regions, locality, settlement</p>	<ul style="list-style-type: none"> • Make precise repeating patterns. <p>To communicate artistically</p> <p>designers, coiling, carving, molding,</p>	<p>Cut materials accurately and safely by selecting appropriate tools.</p> <p>Measure and mark out to the nearest millimetre. Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).</p> <p>Select appropriate joining techniques.</p> <p>Choose suitable techniques to construct products or to repair items.</p> <p>Strengthen materials using suitable techniques.</p> <p>To design, make, evaluate and improve</p> <p>Design with purpose by identifying opportunities to design.</p> <p>Make products by working efficiently (such as by carefully selecting materials).</p> <p>Refine work and techniques as work progresses, continually evaluating the product design.</p> <p>To communicate</p> <p>Use vocabulary and phrases such as:adapt, 2D/3D model, assemble, criteria, disassemble, dismantle, design process, properties, quality, components, realistic, unrealistic, flat</p>
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