


| Yellow Room – Griffin and Minotaur Group: Learning Challenges | | | |  |
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| Big Question | | How did the ancient Greeks change the world? | | |
| | 1. Why were the ancient Greeks such good storytellers? | 2. What did the ancient Greeks believe? | 3. Why did the Olympics matter so much to the ancient Greeks? | 4. What did the ancient Greeks leave behind? |
| English | Myths – retell and innovate (Midas/Daedalus and Icarus/Minotaur) | Non-chronological report – mythical beasts | Instructions | Playscript – using one of Myths (Midas) |
| Maths | | | Measurement: Length and height – ordering Timing | |
| Science | States of matter - wax | | | |
| D&T/Art/ICT | | Stop motion animation | | Masks |
| Communication Skills | Positional language – giving and understanding instructions (routes through a maze) | Vocabulary – syllables Adjectives | | |
| Motor Skills | Mazes | | | Greek Patterns |