


We are co-authors

Challenge: To create a Wiki page with information on Ancient Egyptians

A Good Example: Wikipedia page on Ancient Egypt

Predynastic period
Main article: *Predynastic Egypt*



In Predynastic and Early Dynastic times, the Egyptian climate was much less arid than it is today. Large regions of Egypt were covered in tree savanna and traversed by herds of grazing ungulates. Foliage and fauna were far more prolific in all environs and the Nile region supported large populations of waterfowl. Hunting would have been common for Egyptians, and this is also the period when many animals were first domesticated.^[11]


By about 5500 BC, small tribes living in the Nile valley had developed into a series of cultures demonstrating firm control of agriculture and animal husbandry, and identifiable by their pottery and personal items, such as combs, bracelets, and beads. The largest of these early cultures in upper (Southern) Egypt was the Badarian culture, which probably originated in the Western Desert. It was known for its high quality ceramics, stone tools, and its use of copper.^[12]

The Badari was followed by the Naqada culture: the Amratian (Naqada I), the Gerzeh (Naqada II), and Semainean (Naqada III).^[13] These brought a number of technological improvements. As early as the Naqada I Period, predynastic Egyptians imported obsidian from Ethiopia, used to shape blades and other objects from flakes.^[14] In Naqada II times, early evidence exists of contact with the Near East, particularly Canaan and the Byblos coast.^[15] Over a period of about 1,000 years, the Naqada culture developed from a few small farming communities into a powerful civilization whose leaders were in complete control of the people and resources of the Nile valley.^[16] Establishing a power center at Nekhen (in Greek, Hierakonpolis), and later at Abydos, Naqada III leaders expanded their control of Egypt northwards along the Nile.^[17] They also traded with Nubia to the south, the oases of the western desert to the west, and the cultures of the eastern Mediterranean and Near East to the east, initiating a period of Egypt-Mesopotamia relations.^{[17][18]}

The Naqada culture manufactured a diverse selection of material goods, reflective of the increasing power and wealth of the elite, as well as societal personal-use items, which included combs, small statuary, painted pottery, high quality decorative stone vases, cosmetic palettes, and jewelry made of gold, lapis, and ivory. They also developed a ceramic glaze known as faience, which was used well into the Roman Period to decorate cups, amulets, and figurines.^[19] During the last predynastic phase, the Naqada culture began using written symbols that eventually were developed into a full system of hieroglyphs for writing the ancient Egyptian language.^[20]

Early Dynastic Period (c. 3050–2686 BC)
Main article: *Early Dynastic Period (Egypt)*

The Early Dynastic Period was approximately contemporary to the early Sumerian-Akkadian civilisation of Mesopotamia and of ancient Elam. The third-century BC Egyptian priest Manetho grouped the long line of kings from Menes to his own time into 30 dynasties, a system still used today. He began his official history with the king named "Menes" (or *Amenes* in Greek) who was believed to have united the two kingdoms of Upper and Lower Egypt.^[21]



Map of ancient Egypt, showing major cities and sites of the Dynastic period (c. 3150 BC to 30 BC).

Prior knowledge:

In year 3 children have learnt to collect and analyse data, use email to communicate with others, make a short narrated video on the I-pad and use Scratch – an online programming tool.

Key Vocabulary:

- Wikipedia – a free online encyclopaedia that anyone can change
- Research – studying something and trying to find out facts about it
- Font – a set of letters in the same style and size
- Sub-heading – a side heading to split facts into different subjects

The Journey

Activities include:

- Looking at Simple Wikipedia and understanding why it is written
- Editing a current Wiki page
- Creating their own Wiki page
- Researching facts about ancient Egyptians
- Working collaboratively with a partner to input information onto a Wiki page

The Final Piece

Outcome

A Wiki page on an area of interest linked to Ancient Egyptians

Parameters

- Must not be copied and pasted information
- Must include subheadings
- Must have different size fonts
- Must be based on research
- Must be written for children

We are HTML editors

Challenge: To edit a Wiki page using HTML coding

A Good Example: HTML codes the children should use

HTML coding help guide

<code><h1>insert text</h1></code>	Creates the largest headline
<code><h6> insert text </h6></code>	Creates the smallest headline
<code> insert text </code>	Creates bold text
<code><i> insert text </i></code>	Creates italic text
<code><tt> insert text </tt></code>	Creates typewriter-style text
<code> insert text </code>	Emphasizes a word (with italic or bold)
<code> insert text </code>	Emphasizes a word (with italic or bold)
<code> insert text</code>	Sets size of font, from 1 to 7
<code> insert text</code>	Sets font colour
<code><p> insert text </p></code>	Creates a new paragraph
<code><p align="left">insert text</code>	Aligns a paragraph to the left, right, or centre
<code> insert text </code>	Creates a numbered list
<code> insert text </code>	Creates a bulleted list
<code><u> insert text </u></code>	Underline Text

Prior knowledge:

In year 3 children have learnt to collect and analyse data, use email to communicate with others, make a short narrated video on the I-pad and use Scratch – an online programming tool.

Key Vocabulary:

Wikipedia – a free online encyclopaedia that anyone can change
 HTML coding – the coding behind any web page
 Insert – to place in
 Text – words and phrases
 Bold text – text that stands out
 Italic text – text that slants

The Journey

Activities include:

- Learning about HTML coding and working through a series of online tutorials
- Inserting an image into a web page
- Changing text colour, size
- Practising using HTML coding
- Editing a WIKI page using HTML coding

The Final Piece

Outcome

A Wiki page which has used HTML coding to change the appearance/layout

Parameters

- Must not be copied and pasted information
- Must include subheadings
- Must have different size fonts
- Must include an image
- Must include different colour fonts
- Must use HTML coding

We are Musicians

Challenge: To create a piece of Water music

A Good Example: layered instruments in Garageband



Prior knowledge:

In year 3 children have learnt to collect and analyse data, use email to communicate with others, make a short narrated video on the I-pad and use Scratch – an online programming tool.

Key Vocabulary:

- Layer – something that sits on top of something else
- Recording - the action or process of recording sound for subsequent reproduction
- Instrument – something that can produce music e.g. guitar, keyboard, voice, drum
- Edit – to modify and make something better

The Journey

Activities include:

- Getting to know the Garageband app
- Choosing different instruments and experimenting with their volume, pitch, type
- Recording sounds to make a piece of music
- Layering instruments to create a piece of music
- Editing layers to incorporate tempo, volume and speed

The Final Piece

Outcome

A layered piece of music which sounds like Water eg waves, a storm, a river

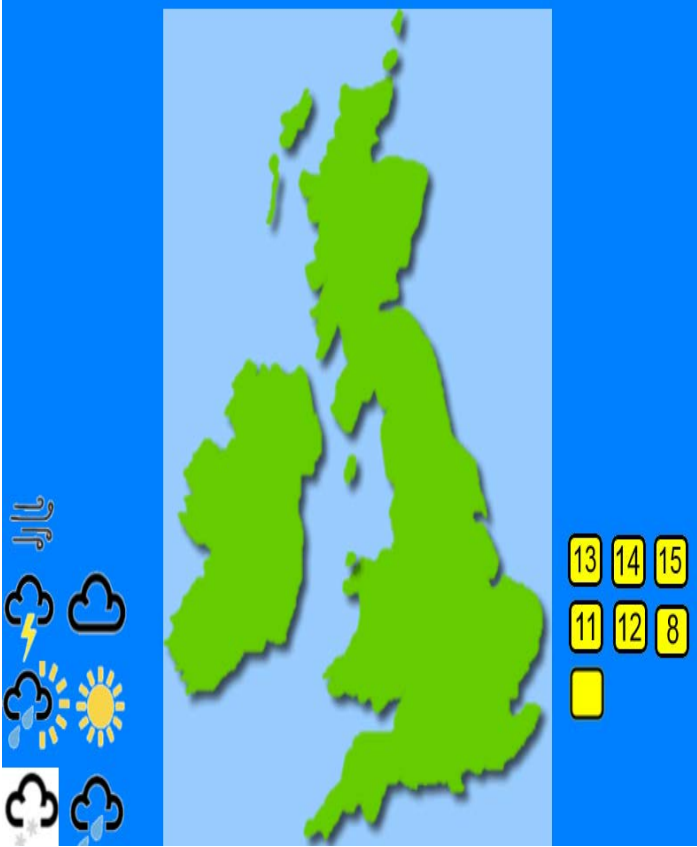
Parameters

- Must include different instruments
- Must include different tempos
- Must include layers of music on top of each other
- Must be original
- Must sound like water

We are Meteorologists

Challenge: To create a Weather report based on factual information

A Good Example: a well written weather report used with a given background



Prior knowledge:
In year 3 children have learnt to collect and analyse data, use email to communicate with others, make a short narrated video on the I-pad and use Scratch – an online programming tool.

Key Vocabulary:
Weather - the state of the atmosphere at a particular place and time as regards heat, cloudiness, dryness, sunshine, wind, rain, etc
Graph - a diagram showing the relation between two variables
Sheets – a spreadsheet program in Google Drive

The Journey

Activities include:

- Investigate the local weather
- Investigate the weather in a contrasting location e.g. Egypt
- Chart the weather over 5 days in Sheets
- Create graphs of the weather in sheets
- Research the upcoming weather
- Plan and write a weather report

The Final Piece

Outcome

A weather report performed to the class based on fact

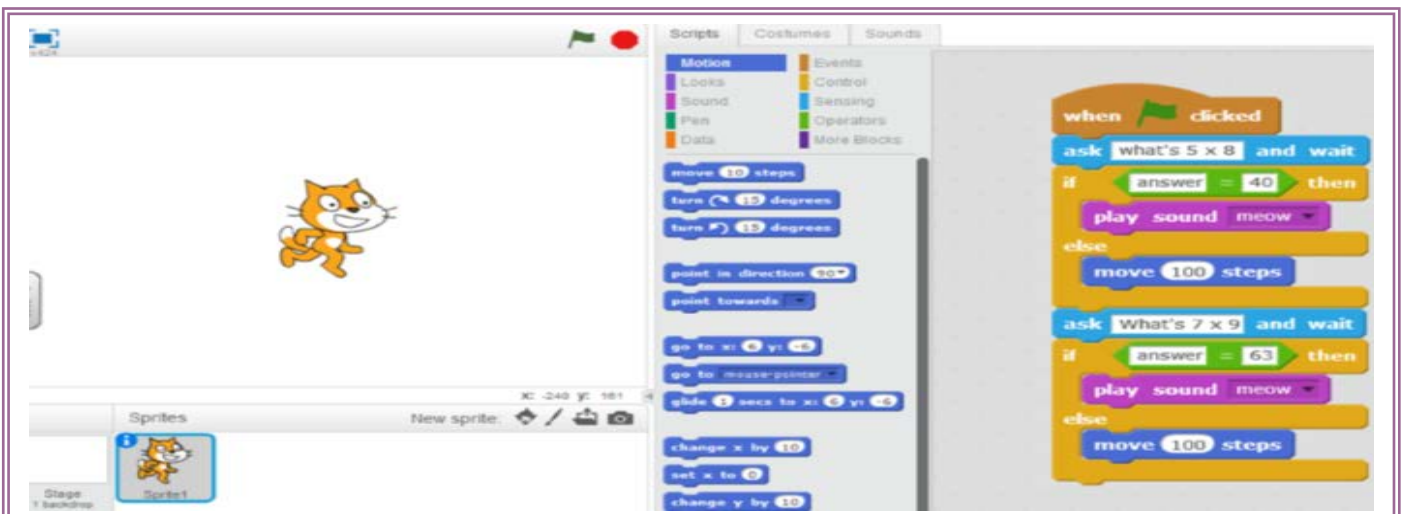
Parameters

- Must be written by the children
- Must be based on factual information
- Must include weather for all areas of the UK
- Must include technical vocabulary

We are Software Developers

Challenge: To create a times table game using Scratch

A Good Example: a times table game with 2 levels of difficulty



Prior knowledge:

In year 3 children have learnt to collect and analyse data, use email to communicate with others, make a short narrated video on the I-pad and use Scratch – an online programming tool.

Key Vocabulary:

- Scratch – an online programming tool
- Sprite – a character in Scratch
- Sensing – detecting something within the program
- Movement – an act of moving
- Editing - prepare for publication by correcting, condensing, or otherwise modifying it.

The Journey

Activities include:

- Using Scratch to create a program
- Using control, sensing, sound and movement blocks
- Changing a sprite to a different sprite
- Creating a new level
- Changing the background
- Editing the script

The Final Piece

Outcome

Parameters

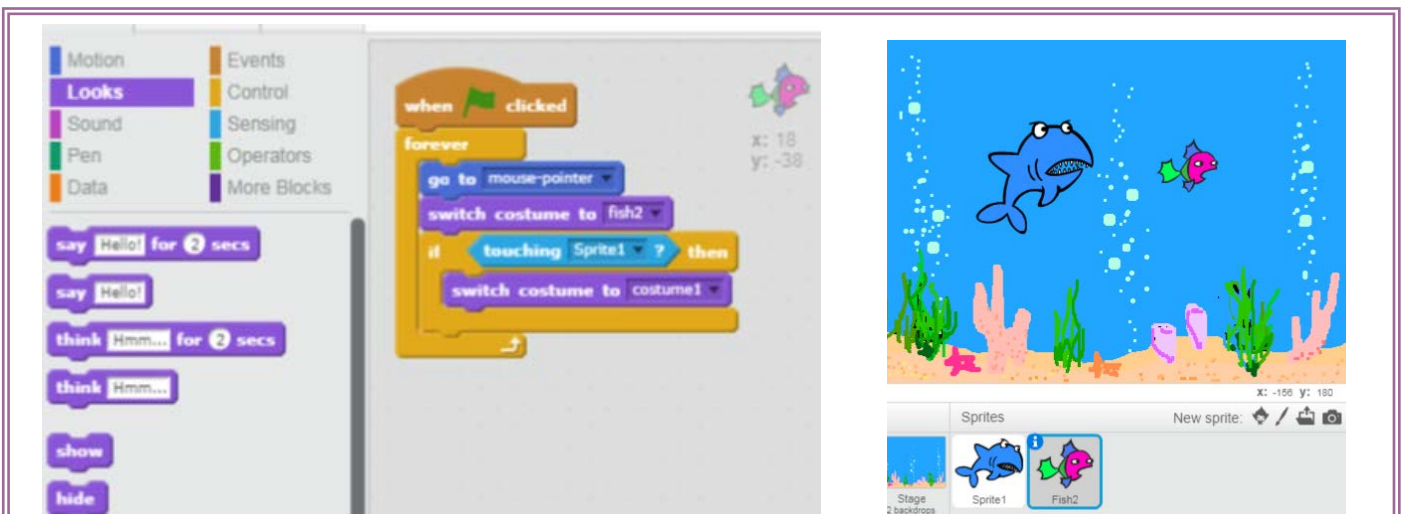
Using Scratch to create a multi levelled times table game

- Must use control, sensing, sound and movement blocks
- Must include times tables
- Must have a score
- Must have a second level
- Must use variables

We are Toy designers

Challenge: To create a Scratch game where one sprite chases another

A Good Example: a game with 2 fish chasing each other



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Key Vocabulary:

- Scratch – an online programming tool
- Sprite – a character in Scratch
- Sensing – detecting something within the program
- Movement – an act of moving
- Editing - prepare for publication by correcting, condensing, or otherwise modifying it.

The Journey

Activities include:

- Using Scratch to create a program
- Using control, sensing, sound and movement blocks
- Changing a sprites costume
- Creating a new sprite and a second code
- Changing the background
- Using glide so 1 sprite can chase another

The Final Piece

Outcome

Parameters

Using Scratch to create a game with 2 sprites

- Must use control, sensing, sound and movement blocks
- Must include 2 sprites
- Must have a different background
- Must have 1 sprite chasing another
- Must be an original design