



Meet the Greeks Year 3

Learning outcomes with context

- To have knowledge on a range of Greek Gods and myths
- To locate Greece and the Mediterranean on a map of Europe
- To know at least three differences between Athens and Sparta
- To identify one of the main Greek thinkers and how they have influenced our lives today
- To explain how Ancient Greece has influenced life in Britain today
- To explain how the lives of people living in the Mediterranean is different to our own

Learning outcomes without context

- To identify some of the main aspects of life within a historical period
- To use a range of sources to ask and answer questions about the past
- To use atlases to identify countries and seas in Europe
- To describe the climate, food, culture and architecture of a Mediterranean country
- To understand the physical geography of Greece using maps and images and use this to create maps
- To communicate effectively as part of a team
- To ask questions to check their understanding
- To plan, design, create and evaluate a product
- To select tools and equipment suitable for a task
- To measure, mark out, cut and shape materials and components with some accuracy

Key vocabulary children should know by the end of the topic

Europe	A continent that is between Asia and the Atlantic Ocean and is north of the Mediterranean Sea.
Democracy	A form of government in which power rests with the people, either directly or through elected representatives.
Mediterranean	A large sea connected to the Atlantic Ocean. It is bordered by Europe (north), Asia (east) and Africa (south).
Physical geography	The branch of geography concerned with the Earth's land masses, oceans and climate, and the distribution of plant and animal species.
Human geography	Man-made features on the Earth such as buildings and transport links.
Parthenon	The temple of Athena built in the Doric style in the fifth century BCE on the Acropolis in Athens.
Column	An upright structure that looks like a post. A column helps support a building.
Myth	A story, person, or thing that has been made up or imagined and is not real.
Labyrinth	A complicated irregular network of passages in which it is difficult to find your way (like a maze).
Amphora	Ancient Greek pots, usually with two handles.