



Enriching lives every day; enabling our school community to learn, achieve and flourish through living 'life in all its fullness'



Subject: History
Year group: 3
Term: Summer 2024
Unit name: Early Civilisations
What were the main features and achievements of the earliest civilisations?

National Curriculum:
The achievements of the earliest civilizations – an overview of where and when the first civilizations appeared.

Hope

I say this because I know what I have planned for you," says the Lord. "I have good plans for you. I don't plan to hurt you. I plan to give you hope and a good future.
Jeremiah 29:11

Prior Learning:
Britain during the Bronze Age allows the children to have a grounding in the development of Bronze and these civilisations in the time period studied is their Bronze Age.
What a source is and how this can be used by historians.

Key Concepts:
community & culture - (architecture, art, civilisation, communication, economy, inspiration, myth, nation, religion, settlement, story, trade)
conflict & disaster - (liberation, peace, war)
exploration & invention - (discovery, progress, tools)
hierarchy & power - (country, empire, equality, government, monarchy, peasantry, privilege, slavery)
evidence & interpretation (source)

Specific knowledge:
Where and when did the first civilisations begin?
What were the first writing systems?
How and why did people trade with each other in early civilisations?
What mathematical understanding was there in early civilisations?
What were some of the earliest technological advances?
How did buildings and architecture develop in early civilisations?
What were the main achievements of early civilisations?

Skills:
Understand chronology – a timeline shows a period of time. Time is linear and we can show when things happened. A timeline can be used to show blocks of time or individual events.
The overlapping nature of the civilisations being studied.
Looking at artefacts and objects and talking about what they notice. Making links between them. Exploring both physical and digital artefacts.
Asking questions about the past and using developing knowledge to begin to answer these.
Making connections between different civilisations.

Retrieval Vocabulary	New Vocabulary
AD, age, agriculture, artefact, BC, BCE, CE, common, goods, historian, irrigation, language, legend, livestock, monument, nobility, past, period, ruler, stability, technology, tomb, transport, weapon, worship	chariot, dynasty, emperor, epic, fertile, influence, oral tradition, organisation, possession, precious, production, tax, territory

Possible enrichment:
[The "Standard" of Ur - 3D model by Glenn Gunhouse \(@gsugunhouse\) \[511ef3e\] \(sketchfab.com\)](#)
[Lost City of Mohenjo Daro, National Geographic Collection | British Museum](#)



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