



### 3.3 Worship and Sacred Places

## Religions – Christianity and Islam

Key Vocabulary	
Church	Christian place of worship
Mosque	Muslim place of worship
Worship	To show love and respect to God
Christian	people to follow the teachings of Jesus and believe He is the Son of God.
Muslim	The religion which follows the teachings of the Qur'an and the Prophet Mohammad.
Sacred	Something special because it is set aside for God
Minaret	a slender tower, typically part of a mosque, with a balcony from which a muezzin calls Muslims to prayer
Mihrab	chamber in a mosque indicating the direction of Mecca.
Minbar	short flight of steps used as a platform by a preacher in a mosque.

**Big Questions**

- What makes a place special/sacred?
- What special features are inside and outside a mosque?
- Why do Muslims wash before prayer?
- What is a Mihrab and why is it important in a mosque?
- What special features are inside and outside a Christian place of worship?
- What is our local Church like?
- What do I know about the inside of a church?
- How are places of worship for different religions similar?
- What sacred sites are there around the world that are special to Muslims and Christians?
- Why do people worship?

**Special People**  
Mohammed, Allah, God, Jesus

**Prior Learning**  
Reference to special places  
3.1 Christian and Muslim prayer

**Lantern Lane Intent** This unit of work helps children to develop their respect and understanding of people from other religions and cultures as well as comparing it with their own experiences. They will explore how people practice their faith and how our local and national community help religious people to worship.

- We will learn about Churches and Mosques and the ways these buildings express key ideas about belief and worship
- We will learn some key terms in relation to each building.
- We will be able to identify similarities between the places of worship
- We will learn to connect features of the buildings to religious beliefs, teachings, practices and ways of living.