Classes Com/o (Voor 284)	Personal, Social, Health and Economic Education (including Relationships and Sex
Class: Corve (Year 3&4)	Education).
Title: Roman Britain	Pupils will have the opportunity to:
Cycle Year: 12	Dreams and Goals: Healthy Me
Term: Spring	Hopes and dreams Healthier friendships
Educational Visits: Wroxeter Roman City	Overcoming disappointment Group dynamics
Develop our English skills through the stimuli of:	Creating new, realistic dreams Smoking
Reading Spine Texts: The Queen's Nose by Dick King Smith, The Blue Jackal, Tales,	Achieving goals Alcohol
Myths and Legends from Ancient Rome – Androcles and the Lion, Catch a Little Poem by	Working in a group Assertiveness
Evie Merriam, There was a Young Lady Whose Nose and There was an Old Man with a	Celebrating contributions Peer pressure
Beard By Edwards Lear and The Flood (Picture books).	Resilience Celebrating inner strength
Retell the story Nail Soup by Pie Corbett.	Positive attitudes
Stories from other cultures: The Blue Jackal.	As historians we will:
 Advert for pizza made in design and technology. Instruction writing for a pizza recipe used in design and technology. 	Explore how the Roman invasion changed our country and the impact their invasion had on the
 Persuasive writing about a healthy lifestyle. 	Celts. We will:
Please see English assessment progression map for further guidance	• Learn that England was a country of tribal kingdoms (with kings or queens), often having
	treaties and often in conflict.
Develop our Maths skills through key foci of:	Know that Julius Caesar had two unsuccessful attempts to invade and conquer Britain just
In line with the Herts for learning guidance:	before Jesus was born. However, the Romans successfully invaded Britain just after the birth
 Proportional Reasoning 2 - Adding and Subtracting Fractions (Y3 – within a whole, Y4 – 	of Jesus.
improper fractions)	Learn that Boudica (Ancient Celtic Queen – Iceni tribe) united some kingdoms to lead an
Geometric Reasoning 2 - Exploring the properties of 2D shapes (Y3 – properties of 2D	uprising against the conquering forces of the Roman Empire. She ultimately failed (because
shapes. Y4 – Classifying different types of triangle)	she could not secure enough unity).
Additive Reasoning 3- Column addition and subtraction (Y3 – 3-digit. Y4 – 4-digit)	 Know that Roman people brought many positive things to Britain (legacy). Their impact can still be seen today e.g., in many parts of Britain, there are Roman sites, (examples include Roman
Spatial Reasoning - Perimeter Statistical Reasoning 1 Scaling problems (X2 interpret present and solve problems	roads and Hadrian's wall).
 Statistical Reasoning 1 - Scaling problems (Y3 – interpret, present and solve problems using bar charts, pictograms and tables. Y4 – time graphs) 	 Learn that in Roman times, most people lived in the countryside. Their lives didn't change very
 Multiplicative Reasoning 2 – Multiplicative Law and Area (Y3 – arrays and 2-digit by 1-digit. 	much.
Y4 - 3-digit by 1-digit and area)	Understand that the Roman period did not end abruptly. Some Roman people continued to live
 Multiplicative Reasoning 3 – Formal Written Multiplication and Division (Y3 – multiplication 	in Britain.
and division questions using times tables. Y4 – multiply and divide by 10 and 100.	 Learn how Historians can find out about the past from written accounts such as Strabo's
 Continuing to develop fluency for number and times table facts. 	account, as well as from visually looking at artefacts.
 Continuing to apply understanding to a range of reasoning and problem-solving tasks. 	
 Roman numerals (Y3 – to 12. Y4 – to 100). 	As geographers we will explore rivers and the water cycle:
Developing the automaticity and fluency of number facts through Mastering Number.	 Locate and label the main British rivers on a map of the British Isles and add the names of settlements at the mouth of the rivers River Severn, River Thames (London).
Please see skills and knowledge in year group assessment grids.	 Use simple geographical vocabulary to describe significant physical features of rivers (and how
As scientists we will focus on:	they change) and river/mountain environments in the UK.
Work scientifically: Pupils will be taught to use the following practical scientific methods,	 Describe the water cycle in sequence, using appropriate vocabulary, and name some of the
processes and skills within the topics. They will:	processes associated with rivers and mountains.
Ask relevant questions and uses different types of scientific enquiry to answer questions.	• Understand how physical processes can cause hazards to people, e.g. flooding. Describe some
 Sets up simple practical enquiries, comparative and fair tests. 	advantages and disadvantages of living in hazard-prone areas.
Make observations, take accurate measurements using different scientific equipment.	Use fieldwork to observe and record the flow of rainwater as it falls onto the school and off the
 Gather, record, classify and present data in a variety of different ways to answer questions. 	buildings and to observe and measure water flowing in a local stream.
 Record findings using simple scientific language, drawings, diagrams, keys, charts and 	As linguists we will evelope the French lenguage through
tables.	As linguists we will explore the French language through: Numbers to 31
 Reports findings from enquiries in different ways. 	 Days and months including writing the date and birthdays (Birthday song)
Use results to draw simple conclusions, make prediction, suggest improvements and raise	 Weather (incl. 'Mr Wolf's Week')
questions.	 Animals ('Brown Bear / Ours Brun' Story) Pets (incl. noises)
 Identifies differences, similarities or changes related to simple scientific ideas and 	 French culture - Easter
processes.	
 Uses straightforward scientific evidence to answer questions to support their findings. 	As artists we will explore surface and colour:
Uses appropriate scientific vocabulary in their explanations.	Working with Shape and Colour
Plants:	Disciplines: printmaking, collage
Identify and describe the functions of different parts of flowering plants: roots, stem/trunk,	Medium: Paper, printing ink, stencils and crayons Artists: Henri Matisse, Claire Willberg
leaves and flowers.	Use the "Show Me What You See" technique to look closely and make drawings.
• Explore the requirements of plants for life and growth and how they vary from plant to plant.	 Ose the Show Me what You see technique to look closely and make drawings. Cut shapes into paper using scissors.
Understand the role of flowers in the life cycle of a flowering plant, including pollination,	 Collage with cut elements, choosing colour, shape and composition to make my own artwork.
seed formation and seed dispersal.	 Use line, colour and shape to add detail.
 Investigation: What are the factors that will impact on a bean plant growing? Measuring the size of the seedling if it germinates. 	 Explore negative and positive shapes.
 Use classification keys to group living things in different ways: STEM leaf shape sorting. 	
 Name a variety of living things and compare these to plants and animals in India. 	As designers we will explore preparing food and having a healthy varied diet:
 Recognise that environments can change and that this can sometimes pose dangers to 	Technical knowledge and understanding:
living things (River habitats e.g.: https://www.bbc.co.uk/news/science-environment-	Know how to use appropriate equipment and utensils to prepare and combine food.
<u>65341994</u>)	Know about a range of fresh and processed ingredients appropriate for their product, and whether they are group reported or equipte.
States of Matter:	whether they are grown, reared or caught.
Identify and explain the difference between solids, liquids and gases.	 Know and use relevant technical and sensory vocabulary appropriately. Designing:
Compare and group materials based on whether they are solids, liquids or gases.	 Generate and clarify ideas through discussion with peers and adults to develop design criteria
 Identify the part played by evaporation and condensation in the water cycle and associate 	including appearance, taste, texture and aroma for an appealing product for a particular user
the rate of evaporation with temperature. (Investigate the conditions of evaporation: heat,	and purpose.
 surface area) Working scientifically experiment: What conditions affect the rate of evaporation? 	Use annotated sketches and appropriate information and communication technology, such as
 <u>vvorking scientifically experiment: vvnat conditions affect the rate of evaporation?</u> Observe that some materials change state when they are heated or cooled, and measure or 	web-based recipes, to develop and communicate ideas.
• Observe that some materials change state when they are heated of cooled, and measure of research the temperature at which this happens in degrees Celsius (°C) STEM playing with	Making:
puddles.	Plan the main stages of a recipe, listing ingredients, utensils and equipment.
	Select and use appropriate utensils and equipment to prepare and combine ingredients.
P.E.	Select from a range of ingredients to make appropriate food products, thinking about sensory characteristics

Physical activities and sports development in the areas below (following our progression of skills):

- Invasion Team games: passing/receiving, controlling in rugby and hockey. ٠
- Dance: Narrative of Androcles and the lion own ideas and movement phrases variety of actions, levels, speed and direction.
- using e.g. tables and simple graphs. Evaluate the ongoing work and the final product with reference to the design criteria and the
- views of others

Carry out sensory evaluations of a variety of ingredients and products. Record the evaluations

Gymnastics: apply specific skills to sequences and partner work (use level 3 games models)

As experts in computing we will:

- Apply my mathematical and programming knowledge to logo (4.5) ٠
- Create an animation for the digital display board (4.6 2animate) ٠
- Revisit searching browsers effectively, including their credibility (4.7) ٠
- Be hardware investigators to understand the key components of a computer(4.8) ٠
- Use the micro:bits to program inputs and outputs (buttons) to make a flashing emotions ٠ badge (with repeats).

Please see computing progression map for further guidance

R.E.: Why do Christians call the day Jesus died Good Friday? (L2.5) Make sense of belief:

- Recognise the word "salvation" and that Jesus came to save/rescue people by showing ٠ them how to live, by taking their place in death.
- Offer informed suggestions about what the events of Holy Week mean to Christians, giving ٠ examples - being selfless, putting God first.

Understand the impact:

Make simple links between the Gospel accounts of Easter and how Christians mark these ٠ events.

Make connections:

Raise thoughtful questions/suggest answers about why Christians call the day Jesus died "Good Friday", giving good reasons for their suggestions

As musicians we will:

characteristics.

Evaluating:

٠

- Sing with increasing confidence, fluency and expression; be aware of correct posture and technique.
- Use graphic and basic stave notation to illustrate the shape of melodies.
- Identify rhythmic patterns and repetitions of sounds/patterns. ٠
- Identify how pieces (poems) are structured and accompanied. •