

Year 4 (2022-23) – Spring – Roman Britain Big Question - Did the Roman invasion benefit Britain?

ENGLISH (writing)

Narrative adventure - based on 'Journey'

Persuasive holiday brochure – about the country of Italy

Poems with unusual structures - based on 'Still I Rise'

Diary entry - based on the experiences of a young slave in Pompei

Big Question – Essay Did the Roman invasion benefit Britain? (#justify)

ENGLISH (reading)

'Escape from Pompeii' - identify features of genre commenting on author's choice of language.

'Thieves of Ostia' - retrieve and record information, summarising ideas.

'Revolt Against the Romans' - predict, infer and interpret actions and events using evidence from the text.

Extracts and samples of a range of genres.

MATHS

NUMBER: Multiplication and Division

11 and 12 times tables, multiplying 3 numbers, factor pairs and written and mental methods for efficiently multiplying and dividing 3-digit numbers by 1-digit.

MEASUREMENT: Area (and perimeter review)

Finding area by counting squares, creating shapes with specific areas and comparing area.

NUMBER: Fractions

Recapping unit and non-unit fractions, recognising and counting in tenths. Extending Year 3 understanding of equivalent fractions and starting to work with fractions greater than I by adding and subtracting fractions including subtracting from whole amounts. Finding fractions of sets of objects and quantities.

NUMBERS: Decimals

Tenths and hundredths as fractions and decimal fractions on a place value grids and a number line. Dividing by 10 and 100 and showing hundredths on a place value grid.

the future.

(#explore)

SCIENCE

PHYSICS: Sound

Children will identify how sounds are made and use previous States of Matter learning and vocabulary to recognise and describe how vibrations move through a medium to the ear. Children will **#investigate** patterns in how pitch and volume can be altered taking into account the importance of recognising and controlling variables in the planning of an enquiry and how the distance from a sound source affects how it is heard.

timeline.

involved (**#share a story**) (**#**Justify)





GEOGRAPHY

Migration

Children will be introduced to the term migration before looking at the different reasons as to why people leave their country of birth. They will then look at specific case studies of economic migrants and refugees. Finally, they will predict how climate change might affect migration in

Children will also continue to build a mental map of some of the countries in Europe, in relation to our own.

HISTORY

Children will **investigate** the foundation, and expansion of, the Roman Empire and its impact on Britain.

Children will understand how to order events on a Roman timeline and know where this fits in on a worldwide historic

Children will research the Roman army and understand what made them successful in building a Roman Empire.

Children will debate whether the Romans should have invaded Britain and what were the pros and cons in doing so.

Children will read stories about how Boudicca and the Iceni Tribe fought against the Roman army and empathise with those



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PSHE

RIGHTS & RESPONSIBILITIES: Children will understand what human rights are and that all people share the same rights. They will know about the rights of the child and what it means to show respect, understanding stereotypes and how they can be harmful.

CITIZENSHIP: Children will compare different values and customs around the world and in the UK. They will know that differences and similarities can be attributed to a number of factors and be able to talk about inequality. (#perspectives)

MUSIC

Children will continue to **#investigate** brass instruments and develop confidence in weekly practise, working towards an end of term performance.

PE

Children will extend their gymnastic skills to further improve balance, coordination, body control and cooperation through group routines and the use of a range of equipment.

Handball will extend understanding of attacking and defending principles whilst developing ball control to make play more targeted and tactical. (#resilience)

ART

PRINTING AND GRAPHIC TRANSFER: Children will practise a range of printing techniques, including frottage and graphite paper transfers and collagraph tile printing before exploring ways to transfer images using clear tape.

Then, using the stimulus of refugees, children will create mixed media piece of artwork using some of the techniques learned. (#creative expression)

RE

CREATION STORIES:

Children will gain knowledge and understanding of creation stories in different religious traditions and cultures. They will understand secular explanations for the beginning of the world and explore the concept of stewardship.

PILGRIMAGE:

Children will gain knowledge and understanding of pilgrimages in different religious traditions, explain what a pilgrimage is and why it is important to believers. They will describe the main features of the Muslim pilgrimage (Hajj) to Mecca and the Christian pilgrimage site of Lourdes whilst reflecting on commitment and duty.

SPANISH

Children will revise previously learnt grammar and sentence building to talk about animals. They will #explore new adjectives to add more detail and description to their sentences including size and colour.

Every term we develop e-safety awareness and the basic knowledge and skill required to access the computing curriculum.

Internet

Children will be given opportunities to **#explore** the World Wide Web for themselves in order to learn about who owns content and what they can access, add and create. They will evaluate the reliability of online content and understand the consequences of false information.

criteria.

Creative

Expression

A visit to Chester to gain insight into the life of a Roman soldier including heading out on patrol in role (creative expression) to various Roman remains and Chester's own amphitheatre and the opportunity to handle and #explore artefacts.





COMPUTING

COMPUTING SYSTEMS AND NETWORKS: The

DESIGN

ELECTRICAL SYSTEMS: TORCHES

Children will apply their scientific understanding of electrical circuits to create a torch (#making connections). They will design and evaluate their product against set design

ENHANCEMENT & CELEBRATION

Enterprise

