

Year 4; Autumn; Romans

	THAN SCHOOL	
Geography		
Knowledge	Skills	
human geography, including: types of settlement and land use, economic activity including trade links, Physical geography including earthquakes	Study maps of Roman settlements. Draw conclusions about the location of the settlements based on prior knowledge. Compare with current maps and make suggestions about change. Study how land in the local area was used during the historical periods studied. Look at land use in the same area today and consider how and why this has changed.	
	Use maps to locate where earth- quakes occur and consider how this has shaped life.	
History		
Knowledge	Skills	
To identify, describe and recall the dates of the Roman Empire and be able to place these on a timeline. To sequence and recall the dates of key events during the Roman Empire	Look for links and effects in time	
To identify and describe the Roman Empire and summarise and synthesise the impact it had on Britain (technology, culture, beliefs) including attempted invasions and the power of the army. To describe the British resistance to the Romans and speculate as to why this was.	Offer a reasonable explanation for some events Begin to evaluate the usefulness and reliability of different sources. Ask a variety of questions and find some of the answers. Use evidence to build up a picture of a past event.	

To describe the fall of the western Roman Empire and to speculate as to

why this was.

Hook/Celebration

Roman Day Lunt Fort Trip

Whole School Events

Black History Week
Arts Week
Remembrance
Anti-Bullying

Stand Alone Subjects French (Twinkl)

On the move & Gone Shopping

Computing (Warwickshire)

Online Safety & PowerPoint

PE (Twinkl Move)

Gymnastics & Roman Dance

Music (Charanga)

Glockenspiel & Christmas Play

RE (SACRE)

What does it mean to be a Hindu

PSHE (Jigsaw)

Being Me in my World & Celebrating Difference

Key Texts

Lost Happy Endings Firework Maker's Daughter The JabberWocky

Art & Design		
Knowledge	Skills	
To create sketch books to record their observation and use them to review	Sculpture - use of clay to make, form and model and learn about tactile properties of textures and surfaces.	
and revisit ideas. To improve their design techniques, including drawing, painting and	3D form – Make a slip to join two pieces of clay. Produce more intricate surface patterns/textures. Use pinch/ slab/ coil techniques. Use slip and score language.	
sculpture with a range of materials.	Drawing – Investigate and experiment with formal elements (line, tone, shape, texture, patterns, colour and form – 3D) to make drawings that convey meaning. Develop different drawing techniques (hatching, cross-hatching, stippling, blending, shading, erasing) and make sensible choices about what to do next	

Design & Technology		
Knowledge	Skills	
Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. Select from and use a wider range of tools and equipment to perform practical tasks	Make labelled drawings from different views showing specific features. Measure, mark out, cut and shape a range of materials using appropriate tools, equipment and techniques. Join and combine materials and components accurately in temporary and permanent ways. Peel and grate harder foods Cut foods into evenly sized strips or cubes	

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