#### MATHS

Children will cover place value, partitioning, addition, subtraction, multiplication, division, fractions, percentages, decimals, mental calculations, 2D shapes, angles and coordinates, statistics and measurement.

### ICT

using ICT to create a database. Creating ICT-based storybook to tell the story of a Roman myth.

### SCIENCE

#### Circuits and Conductors

This focuses on making circuits and extends their understanding of circuits, conductors and insulators and the need for a complete circuit in order for a device to work.

## English

Traditional Tales - Roman and Greek Myths and Quests. Write a myth focusing on effective characterisation. Story settings - write a section of a narrative focusing on setting. Poetry - read, write and perform free verse

### ART/DT

### Design and making a Roman shield

looking at typical colours, patterns and designs used on Roman shields. Investigating ways of using different materials and techniques to make a

Making a Roman mosaic - looking at examples of Roman mosaics. Designing and creating a mosaic.

### READING

Stories with historical settings and Muths

Books about ancient Rome.

# **Creative Planning:** Romans

### GEOGRAPHY

### Location of countries Rivers and vegetation

Identifying Italy on world and European maps. Identifying Rome and other major cities. Geographical features: size, population, mountains, rivers.

Main touristic attractions and identifying ancient Roman sites

Evaluating Rome as a holiday resort. Identifying similarities and differences between Italy and Britain in terms of weather, climate, landscape, etc.

#### MUSIC

Exploring rhythmic patterns. Exploring dynamics Volume Length/duration

Clash

Play tuned and untuned instruments with control and rhythmic accuracy.

### HISTORY

Christianity

How as Rome founded and how did it expand into an empire?

How was society organized in ancient Rome?

What was daily life like in ancient

What did the ancient Romans do for entertainment and who were aladíators?