



Skills

Communicate clearly	X
Collaborate with others	X
Apply knowledge to new situations	X
Make judgements and decisions	
Ask questions	X
Solve problems	X
Metacognition	X
Reflect	X
Adapt to change	
Manage goals and time	
Take risks	X
Self-direct learning	X
Persist despite setbacks	X
Be curious	X
Manage projects	
Guide and lead others	
Access and evaluate information	X
Analyse media	
Create media products	
Apply technology effectively	X
Perform in front of a group	X
Select and use appropriate writing genres	X
Use tier 2 and tier 3 vocabulary	X

Linked Text: The Roman Quests



Linked Art: Roman architecture / mosaics



Curriculum Learners

- ❖ **As historians**, we will learn about the Roman Empire and its impact on Britain (Julius Caesar's attempted invasion in 55-54 BC, the Roman Empire by AD 42 and the power of its army. The successful invasion by Claudius and conquest, including Hadrian's Wall. British resistance, for example, Boudica. 'Romanisation' of Britain: sites such as Caerwent and the impact of technology, culture and beliefs, including early Christianity. We will study the Roman withdrawal from Britain in c. AD 410 and the fall of the Western Roman Empire.
- ❖ **As geographers**, we will name and locate countries and cities of the UK, geographical regions and their identifying human and physical characteristics – comparing land changes and use since the Roman period
- ❖ **As musicians**, we will perform, listen to, review and evaluate music across a range of historical periods.
- ❖ **As mathematicians**, we will complete a maths investigation.
- ❖ **In DT as chefs**, we will prepare and cook a savoury dish
- ❖ **As artists**, we will improve our mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.
- ❖ **In computing**, we will study purple mash units 5.2 (E-Safety) and 5.7 (Concept Maps).
- ❖ **As explorers of faith.**, we will study unit 5.1 – Expressions of Faith

Showcase

Role Play	
IT Presentation	X
Poster	X
Design Creation	
Digital Media	
Art Work	X
Dance	
Production	
Writing Genre – Narrative	X
Writing Genre – Non-Fiction	X
Group Project	X

Tier 2 Vocabulary

adequate anticipate collaborate contaminate convince correlate deny derive despite generate hence imply method objective ought persist precise protagonist provide pursue reassure recount resolution subsequent terminate

Hook Event and Enrichment

Gladiator training
 Weekly ukulele/glockenspiel lessons

Spaced Retrieval of Prior Learning

Y4 – Groovy Greeks
 Y4 – Scavengers and Settlers
 Y2 and Y3 combined quizzes