Year 4 Summer 1: Romans on the Rampage
Curriculum connections

Grange Park
Primary School

English

Core text/Reading spine: Amari and the Night Brothers
Writing:
Identify the features of a wind poem.
To perform a poem with confidence.
Draft and write organising paragraphs around a theme.
Draft and write by, in narratives, creating settings, characters and plot in a 'portal tale'.
Draft and write narrative texts including features such as contrasting conjunctions and emotive language.
Place the possessive apostrophe accurately in words with regular plurals [girls'] and irregular plurals [children's].
Evaluate and edit writing by proofreading for punctuation and spelling errors.

Maths

Make a whole with tenths.
Make a whole with hundredths.
Flexibly partition decimals.
Compare and order decimals.
Round to the nearest whole number.
Halves and quarters of decimals.
Write money using decimals.
Convert between pounds and pence.
Compare amounts of money.
Estimate with money.
Calculate with money.
Solve problems with money.
Years, months, weeks and days.
Hours, minutes and seconds.
Convert between analogue and digital times.
Convert to and from the 24-hour clock.

History

Rampaging Romans
Recognise the impact of reforms made by Gaius Marius.
Understand how the Romans conquered other countries.
Know the significance of Pompeii and Mount Vesuvius.
Recall facts about Queen Boudicca and the British tribe of Iceni.
Understand the rediscovery of Pompeii.

D&T

Simple circuits and switches: Electronic Board Games
Understand the history of board games and products with electronic circuits.
Recognise how battery powered games use circuits.
Incorporate a battery powered circuit in the design of a board game.
Make a basic circuit with a switch.
Evaluate a final product.

Year 4 Summer 1: Romans on the Rampage
Curriculum connections

Grange Park Primary School

Science
(0) (1) (2) (3) (4) (5)

Living things and their habitats
Recognise living things can be grouped in a variety of ways.
Explore and use classification keys to help group and name a variety of living things.
Explore and use classification keys to help identify a variety of living things in their local and wider environment.
Recognise that environments can change.
Recognise that these changes can sometimes pose dangers to living things.

RE
(1) (4)

Charity - Multifaith
Connect maps of charities and find similarities and differences between religious and non-religious charities.
Consider why certain religious stories link to charity.
Investigate who the charities are and what they do and who they help.
Plan and resource a charity event.
Carry out a campaign for awareness.

Computing
(1) (2) (3) (4) (5) (6)

Computational thinking
Use decomposition to solve a problem.
Understand the purpose of a script of code.
Understand the terms 'pattern recognition' and 'abstraction'.
Create a Scratch program which draws a square and at least one other shape.
Understand how computational thinking can help to solve problems and apply computational thinking to problems they face.
E-Safety: Identify how to limit the time spent using technology.

PE
(1) (2) (3) (4) (6)

Handball
Develop passing and moving skills to keep possession.
Combine passing and shooting on target.
Learn how to defend when not in possession.
Cricket
Develop understanding of batting and fielding.
Explore different ways of bowling underarm.
Learn how to stop the ball when a batter strikes

Music
(2) (3) (4)

Singing and using keyboards: Roman songs
Learn the songs: *Just like a Roman Roman Numerals song; We are Romans marching on Hadrian's wall.*
Compose music for Romans marching and in battle on keyboards.

PSHE
(1) (2) (3) (4) (5) (6)

Relationships
Know how to make friends.
Try to solve friendship problems when they occur.
Help others to feel part of a group.
Show respect in how they treat others.
Know how to help themselves and others when they feel upset or hurt.
Know and show what makes a good relationship.
Character trait: Citizenship

Spanish
(1) (2) (3) (4)

Describimos
Adjectives for describing people's physical appearance and their personality.
Creating simple sentences ensuring the adjectives agree with the gender of the noun.