

Year 4 Summer 1: Romans on the Rampage

Curriculum connections

3

English

Core text/Reading spine: Amari and the Night Brothers

Writing:

Identify the features of a wind poem.

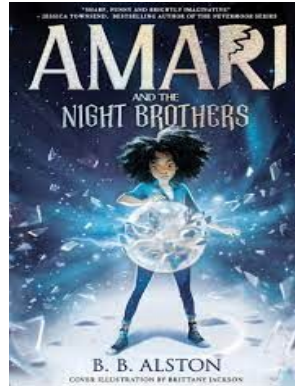
Draft and write organising paragraphs around a theme.

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.



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Maths

Recall multiplication and division facts up to 12x12.

Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction.

Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.

Recognise and use factor pairs and commutativity in mental calculations.

Multiplying two-digit and three-digit numbers by a one-digit number using formal written layout.

Convert between different units of measure (for example, kilometer to meter; hour to minute)

Estimate, compare and calculate different measures, including money in pounds and pence.

Identify acute and obtuse angles and compare and order angles up to two right angles by size.

Describe movements between positions as translations of a given unit to the left/right and up/down.

Plot specified points and draw sides to complete a given polygon.

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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

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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.

Make a board game incorporating an electronic circuit.

Evaluate a final product.

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0

Science

Living things and their habitats

- Recognise living things can be grouped in a variety of ways.
- Explore and use classification key 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.
- Construct and interpret a variety of food chains.
- Identify producers, predators and prey in a food chain.
- Recognise that environments can change.
- Recognise that these changes can sometimes pose dangers to living things.

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RE

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.

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Computing

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.

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PE

Dance: Cats

- Explore movement through improvisation introducing unison.
- Add drama and emotion to a group performance.

Cricket

- Develop understanding of batting and fielding.
- Explore different ways of bowling underarm.
- Learn how to stop the ball when a batter strikes

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Music

Singing and using keyboards: Roman songs

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

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PSHE

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.

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Spanish

La previsión del tiempo

- Use phrases and vocabulary to describe the weather and the compass points.
- Count from 1 to 100 in multiples of ten; combining this knowledge to create statements about what the temperature is in different parts of Spain.
- Deliver a weather forecast.

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