

Topic
The Rotten Romans (Summer 2019)

English outcomes
English – Roman inspired

- Setting Description -Rome
- Re-telling of Remus & Romulus
- Information text – Roman Emperors
- Diary of a gladiator
- Non-chronological report – Roman life
- Newspaper report – Vesuvius
- Poetry – God/Goddess

Cross Curricular

- Science – explanation texts
- Art – Evaluation
- DT – Project report

French

- Hobbies
- Pets
- Transport

Children’s input
Children asked to select the last 3 blocks – Life as a Roman, Pompeii/ Vesuvius, Gods & Goddesses, Fall of Rome

Jigsaw

- Relationships
- Changing Me

Science

Electricity

- Construct simple series circuits and label components
- Identify common electrical appliances
- Identify whether a lamp will light up based on a complete circuit loop.
- Recognise common conductors and insulators
- Understand how switches work

Sound

- Find patterns between pitch of sounds and features of objects producing the sounds
- Find patterns between volume and strength of vibrations
- Identify how sounds are made in association with vibrations
- Recognise that sound gets fainter as the distance from the sound source increases

History (Romans)
Analyse and evaluate the past

- Make observations and ask questions about how Romans influenced our lives today

Chronology

- Place key events in order
- Understand how events separated by many years can be related

Historical Enquiry

- Ask focused and purposeful questions to develop understanding about the impact Romans had on our lives.

Historical Sources

- Understand the differences between primary and secondary sources
- Interpret what sources can tell us about Roman life.

Visitors and Visits

- York (The Dig)
- Mushroom Potteries
- Big Bang (Music)

Launch

- Mushroom Potteries – clay modelling
- Roman Non-fiction reading
- Setting description of Rome
- Timeline
- Labelling Map of Italy

Enterprise

- Sell artwork at exhibitions
- Create Italian food to sell at the Summer fair

Art

- Develop and understanding of Italian artists throughout history and link our work to them. Use a range of materials to recreate their work.
- Use clay to produce a sculpture
- Use printing techniques to create a Roman mosaic
- Use pencils to create tone and shade to draw Roman Emperors

Geography (Italy)
Locational knowledge

- Name and locate major cities, rivers and seas of Italy

Place knowledge

- Understand the similarities and differences between Italy and Britain

Human and physical geography

- Compare physical features/ landscapes/ climates between Italy and Britain
- Understand why the Romans wanted to invade Britain

Geographical skills and fieldwork links

- Use a range of maps to locate countries and describe features of Italy.

Community links

- Mushroom Potteries
- Family DT day – Building Romans Chariots

Landing

- Rome Day – Dressed as Romans, Italian food, Roman activities

Final Half-Day Activity

- Romans Day & Exhibition of Work

Design and Technology
Create a Roman Chariot

- Use different ways to creatively record and present their designs
- To understand and use mechanical systems (axels)

Making Italian Food

- Prepare and cook a variety of healthy dishes using a range of cooking techniques.

ICT

- History of Technology
- Using and creating data bases – create charts to compare climates of Hull and Freetown (Linked to Geography)

Music

- Wider Opportunities music

Debate

- What was the Romans’ greatest invention?
- Was it cruel to watch humans and animals being killed for fun?
- Which Roman Emperor would you be?
- What did the Romans ever do for us?

PE
Striking and Fielding (Rounders/ Cricket)

- Develop control of fielding skills

Athletics

- Show control, accuracy and coordination within running, throwing and jumping movements at different speeds

Outdoor & Adventurous Activities

- To work in teams to solve problems (including maps) with greater confidence.

RE

- Our World