

What did the Romans do for us?

MMXIX



HOOK FOR LEARNING:

We look forward to going back in time and going to Chester to experience life as a Roman!

SCIENCE: It's over to you! This half term we'll be focusing on child-led investigations. We'll be investigating magnets, testing out natural dyes used by the Romans, investigating forces by making Roman catapults and learning about reversible and irreversible changes by making Roman bread!

PE:

We'll be continuing to develop our invasion game skills by playing team games.

DT/ART:

We'll be learning about Roman architecture and designing our own Roman villas. We'll be making Roman mosaics and getting ready for battle by designing and making weapons and armour!

MATHS:

We'll be learning all about Roman Numerals and using these to do simple calculations and to tell the time. We'll be solving Roman word problems and applying our mathematical skills to calculate the distances travelled on foot by Roman soldiers.



We will be discussing which rights were not being respected during the Roman times.

ICT: We'll be using the iPads and computers to create our own animated Celts vs Roman battle scenes!

HISTORY: We'll begin by learning about the Roman invasion of Britain and how Celtic Queen Boudicca fought back! We'll be comparing Roman homes to Celtic homes and finding out about Roman towns, schools and daily life in Roman times. We'll also learn about what life was like for Roman centurions as well as learning about Roman gods, myths and legends.

GEOGRAPHY: We'll be developing our map work skills to look at just how far the Roman Empire spread. We'll be using maps to chart the progress of the Roman invaders through Britain and looking at how they influenced place names. We'll also be learning about the architecture in the Ancient city of Rome.

MUSIC: We'll be listening to music from Ancient Rome and learning about the kinds of instruments they used. We'll continue to sing in unison and harmony and to play un-tuned percussion to create our own compositions.