

English -

We will be linking all of our English to our topic, "Ancient Romans". We will be writing explanation texts and diary entries linked to Ancient Roman life. We will be writing newspapers; recounting the events of Pompeii and Mt. Vesuvius.

The children will practise their reading and comprehension skills in each lesson by answering RIC (Retrieve, Interpret and Choice) questions. They will read a range of genres in guided reading and reading homework. They will practice spelling, punctuation and grammar in line with the new national curriculum.

Science

We will be learning about living things and their habitats. We will recognise that living things can be grouped in a variety of ways, we will explore and use classification keys to help identify living things in their environment. We will also begin to recognise that environments can change and that this can sometimes pose dangers to living things.

Maths

We are using the White Rose Scheme to learn:

Fractions

Decimals

Multiplication

MATHLETICS TASKS SET FRIDAY TO BE COMPLETED FOR THE FOLLOWING FRIDAY

Important Dates

Tuesday 3rd March - Y4 Maths Stay and Play (X table fluency)

Wednesday 4th and Thursday 5th March - Parents Evening

Thursday 5th March - World Book Day

Friday 13th March - Sport Relief

History

We will begin by looking at the chronology of Ancient Rome. We will be learning about life in Ancient Rome, Roman inventions, Roman soldiers and gladiators. We will also be learning about the events of Pompeii and Mt Vesuvius.

Geography

We will be learning about the geographical location of Ancient Rome, the land which they conquered and will compare this to modern day maps.

Art

We will be making Roman shields and helmets. We will also be creating chalk pastel volcanoes.

DT

We will be researching, designing, making and evaluating Roman purses using sewing skills.

Music

The children will be learning to play the drums taught by an external company.

MFL

Comparing nursery rhymes/ poems

Easter

Ancient Romans

Computing

Use specified screen co-ordinates and create sequences of change.

Create conditions for actions by sensing proximity or by waiting for a user input.

Use variables to store a value

PSHE/Citizenship

Keeping safe and managing risk: playing safe

Pupils learn:

- how to be safe in their computer gaming habits
- about keeping safe near roads, rail, water, building sites and around fireworks

Ancient Romans

Year 4 Curriculum overview

Spring 2



Cookridge Holy Trinity
Church of England (A) Primary School

RE

Christian value - Hope

Salvation

Why do Christians call the Day Jesus died, "Good Friday"

Physical Education

Leeds Rhinos rugby

Real PE

Coordination with equipment

'Daily Mile' runs around the playground

Learning Log/Homework

Research about life in Ancient Rome