

Millbrook Combined School - Year 4 Autumn Term Overview- Romans

<p>English</p> <p>Genres of writing: Reports-Newspaper articles about a Roman invasion Playscripts- plays about the Romans based on Horrible Histories Stories with Historical Settings about the Romans Exploring Form-Kennings, Haikus and Tankas</p> <ul style="list-style-type: none"> - listening to and discussing a wide range of fiction, poetry, plays, non-fiction and reference books or textbooks. - checking that the text makes sense to them, discussing their understanding and exploring the meaning of words in context. - drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence. - in narratives, creating settings, characters and plot. - in non - narrative material, using simple organisational devices 	<p>Art & Design</p> <ul style="list-style-type: none"> -Textiles and Collage (talking textiles) and Roman Mosaics -Match the tool to the material. -Choose collage or textiles as a means of extending work already achieved. -Collect visual information from a variety of sources, describing with vocabulary based on the visual and tactile elements. 	<p>Computing</p> <ul style="list-style-type: none"> -E- Safety -Programming on scratch creating games about Romans and Habitats. 	
<p>Mathematics</p> <p>Finding pairs with a total of 100; adding and subtracting to the next and previous. multiple of 100; subtract by counting up to find a difference; adding several numbers. Read, write 4-digit numbers and know what each digit represents. Learn \times and \div facts for the 6 and 9 times-table and identify patterns. Tell and write the time to the minute on analogue and digital clocks. Add two 3-digit numbers using column addition, use the expanded column method for subtraction. Double 3-digit numbers and halve even 3-digit numbers. Look at place value in decimals and the relationship between tenths and decimals. Convert units of measure, estimate and measure capacity. Draw bar charts, record and interpret information. Round 4-digit numbers to the nearest: 10, 100 and 1000.</p>	<p>Design Technology</p> <ul style="list-style-type: none"> -How to generate ideas, considering the purposes for which they are designing. -To make labelled drawings from different views showing specific features. -To evaluate their products carrying out appropriate tests. 	<p>Geography</p> <ul style="list-style-type: none"> -Describe and understand key aspects of a volcano. -Understand where volcanoes are located. -To know about the different structures and types of volcanoes. 	
<p>Science</p> <p><u>Living Things and Their Habitats</u></p> <ul style="list-style-type: none"> -Recognise that living things can be grouped in a variety of ways. -Explore and use classification keys. -Recognise that environments can change. <p><u>State of Matter</u></p> <ul style="list-style-type: none"> -Properties of solids, liquids or gases. -Changing state. -Identify the part played by evaporation and condensation in the Water Cycle. 	<p>History</p> <p><u>The Roman Empire and its impact on Britain</u></p> <ul style="list-style-type: none"> -Julius Caesar's attempted invasion in 55-54 BC. -The Roman Empire by AD42 and the power of its army. -Successful invasion by Claudius and conquest, including Hadrian's Wall. -British resistance, for example, Boudica. -Romanisation of Britain; sites such as Caerwent and the impact of technology, culture and beliefs, including early Christianity. 	<p>Modern Languages</p> <ul style="list-style-type: none"> -Listen attentively to spoken language and show understanding by joining in and responding -Appreciate stories, songs, poems and rhymes in the language -Broaden their vocabulary and develop their ability to understand new words. 	
		<p>P.E.</p> <p><u>Gymnastics (Term 1)</u></p> <ul style="list-style-type: none"> •Develop the range of actions, body shapes and balances. •Create gymnastic sequences that meet a theme. <p><u>Dance (Term 2)-Roman Theme</u></p> <ul style="list-style-type: none"> •Perform complex dance phrases and dances that communicate character and narrative. <p><u>Invasion Games-Tag Rugby</u></p> <ul style="list-style-type: none"> •Devise and use rules. 	<p>Music-Music</p> <ul style="list-style-type: none"> -Listen with attention to detail and recall sounds. -Use and understand staff and other musical notations. -Develop an understanding of the history of music. - Select instruments to describe visual images. -Create descriptive music in pairs. <p>Centre led</p>
			<p>Religious Education</p> <p><u>Places of Worship</u></p> <ul style="list-style-type: none"> •How do these places help believers feel closer to God and understand life better? •What role do places of worship play in the lives of the faith communities?