

## BROCKHOLES CE ( C ) J&I - OVERVIEW OF THEMATIC PLANNING

<p><b>Literacy / Numeracy Links</b></p> <ul style="list-style-type: none"> <li>• Roman Numerals</li> <li>• Play scripts</li> <li>• Explanation texts (how Romans built roads)</li> <li>• Recount(visit)</li> <li>• Myths and legends</li> <li>• Non chronological report</li> </ul>	<p><b>History</b></p> <ul style="list-style-type: none"> <li>• The founding of Rome.</li> <li>• The Roman Ruling system.</li> <li>• The Expansion of Rome.</li> <li>• Celtic Round Houses.</li> <li>• Village life in Iron Age Britain.</li> <li>• Tribal Life and Hill Forts.</li> <li>• Roman Military.</li> <li>• Invasion of Britain.</li> <li>• Using Artefacts for Information.</li> <li>• Roman Timelines.</li> </ul>	<p><b>Geography</b></p> <ul style="list-style-type: none"> <li>• Learning about the map of Europe.</li> <li>• Using atlases, globes, digital mapping to locate countries</li> </ul>
<p><b>PHSCE / RE</b> Who can inspire us?</p>	<p><b>Year: 4</b> <b>Spring Term 2015</b></p> <p style="text-align: center;"><b>Theme : Romans</b></p>	<p><b>PE</b></p> <ul style="list-style-type: none"> <li>• Football</li> <li>• Hockey</li> </ul>
<p><b>DT / Art</b></p> <ul style="list-style-type: none"> <li>• Making Roman Mosaics.</li> <li>• Making Roman/Celtic Shields.</li> <li>• Make catapults</li> <li>• Portraits</li> </ul>		<p><b>Music</b></p> <ul style="list-style-type: none"> <li>• Using and understand staff and other musical notations.</li> </ul>
<p><b>DT / Art</b></p> <ul style="list-style-type: none"> <li>• Making Roman Mosaics.</li> <li>• Making Roman/Celtic Shields.</li> <li>• Make catapults</li> <li>• Portraits</li> </ul>	<p><b>Science</b></p> <ul style="list-style-type: none"> <li>• Understand that sound is vibrations.</li> <li>• Find patterns between the pitch of a sound and features of the object that produced it.</li> <li>• Find patterns between the volume of a sound and the strength of the vibrations that produced it.</li> </ul>	<p><b>Computing</b></p> <ul style="list-style-type: none"> <li>• To continue using variables to keep time or keep a score in a game.</li> <li>• E-Safety</li> <li>• To research subjects using the internet.</li> <li>• To use loops and repetition of algorithms to make a program.</li> </ul>