

## English

In English, we will be writing and performing soliloquies, which will involve taking on a role, maintaining a viewpoint and performing our speeches. Alongside this, we will be retelling the story of Boudicca using a range of drama techniques such as freeze-frames. Finally, we will be writing a commentary on a gladiatorial battle in the style of a play script.

## Maths

Linking with our topic, the children will learn to read Roman numerals to 100 and learn that over time, the numeral system changed to include the concept of zero and place value. We will learn about the four operations and how they link together. Using these skills, we will solve a range of problems.

## RE

We are looking at Christianity and the lessons we can learn through the sayings and actions of Jesus. We are retelling the stories from the bible in different ways,

## Geography

We will be naming and locating towns and cities in the UK and identifying both human and physical characteristics. We will compare land use patterns in Roman Britain with modern day. In addition, we will study the growth of the Roman Empire in Europe.

# I am Warrior!



## Computing

During this topic, we will explore a range of online tools and apps to develop our computing skills to support learning across the curriculum.

## History

We are going to learn about the Roman Empire and its impact on Britain. Throughout the topic, we will be getting into role as Roman soldiers and exploring life in Roman Britain.

## Music

The children will continue with the fabulous brass project, led by Mr Baker and Miss Ludlow.

## French

In our French learning, we will be learning to spell a range of vocabulary including numbers, animals and colours.

## PSHE

We will be identifying what qualities a good friend has and looking at strategies to resolve conflicts peacefully.

## PE

Swimming will continue during this topic. To enrich our learning about the Romans, we will be performing a Roman soldier's battle dance in addition to our Games lessons. These will involve problem solving and inventing games with an invasion focus.

