

We will be writers when we –

Write a narrative based on the picture book "The Journey"

Diary entry based on Escape from Pompeii

Write a narrative with a focus on dialogue based on the animation "The Scarecrow"

Create our own non-fiction book linked to our science topic – Classifying Animals



We will be linguists when we

Learn to explain aches and pains.

Say animal nouns

Write simple sentences



We will be historians when we study-

Roman Empire
Explore how the Roman Empire got so powerful.

Roman Britain
How and why the Roman Britain and their legacy.



We will be scientist when we –

Classify and investigate living things and their habitats

- living things can be grouped in a variety of ways
- use classification keys to help group, identify and name a variety of living things in their local and wider environment



We will be sports people when we-

Train like athletes

Learn to swim



We will be computer scientist when we;

Create hand-drawn and computer animations.

Search for information online.

Name the hardware of a desktop computer and their functions.

We will be musicians when we –

Learn the ukulele.



We will be geographers when we –

Study Roman place names using atlases
Explore Roman road networks in Britain.
To know the extent of the Roman Empire.

Investigate Vesuvius

Ignite

An explosion of learning across the curriculum



Excellence without compromise

IGNITE- Romans – Chester Trip

Big Question – What was the impact of the Roman Empire on Britain and how do we know?

Year - 4

Term – Summer

We will be theologians when we will

Answer the question –
Why is life sometimes called a journey?

Roman Gods and converting to Christianity



We will be mathematicians when we-

- Learn more about decimals in connection with money.
- Learn to tell the time more accurately
- Learn about statistics, shapes and their properties and position and direction.



We will be artists and designers when we –

Design a mosaic and create a volcanic eruption painting.
Sketch trees and create rubbing of surfaces.



DT – Design an electrical circuit game.