## MATHEMATICS

Week 1 – Number and place value
Week 2 – Roman numerals & measurement
Week 3 – Multiplication and division
Week 4 –Fractions
Week 5 – Statistics

Children will learn tables on Fridays and will be regularly tested on these.

Mental maths – counting in 10, 0.1, 4 and 8, counting in fractions.

## LITERACY
**Escape from Pompeii, Roman Times**
Describing and creating our own settings
Characters – Tranio and Livia
Finishing the story
Non –fiction writing – The Romans – Information text
Listening to and responding to a wide range of fiction books.
Using clauses in sentences joined by conjunctions.
Poetry – reading, responding to and performing a range of poems. Writing our own poems.
Newspaper Reports – Features of a newspaper.

## SPELLING, PUNCTUATION, VOCABULARY AND GRAMMAR
Spelling : Year 3 and 4 word list
Verbs and adverbs.
Review of previous learning – singular and plural
Adding suffixes – ly, less, ness, ful
Prefixes super, auto, re, anti, auto, sub, super, inter.
Punctuation : inverted commas, apostrophe for possession, contractions.
Grammar –clauses, paragraphs. Fronted adverbials, prepositions.

## Values

Hope & wishes for ourselves, our community and the wider world.

Looking forward.

## RE

What does spiritual mean?

# Barn Owls Topic – Romans

## D&T / Art

*Roman Mosaics Shields*

*Clay modelling – lamp/tiles*

## PE
*Gymnastics
Monday Indoor*

*Rugby and Football
Thursday Outdoor*

## Languages – French
Mon anniversaire
Quelle heure est-il?

Months of the Year

## History/Geography

*Romans*
What was life like in Roman times?
Food and eating.
Clothes and Fashion
Roman Army
Roman homes
Gods and Goddesses
Roman art

## Computing
### Hour of Code - Lightbot
*iProgram – introduce the children to a visual programming language. Use the context of games development to develop own animations using Scratch.*

## Science
*Magnets and Forces* – investigating every day forces. Isaac Newton. Using and investigating magnets and magnetic forces.
*Sound* - Understanding sound is caused by vibrations, making instruments, pitch and loudness.
*Skills* - Using thermometers, data loggers, fair testing, recording and interpreting results.

## Music

Music Express.