## Durham Lane Primary School: Topic Planning Term: Year B Summer 1 Class: 3/4

**Topic:** Romans & Saxons

Objectives **Key Knowledge/Key Concepts/Key Elements Key Vocabulary** Skills **Activities/ Tasks** Subjects 2) the Roman Empire and its impact Chronological Understanding History Romans KWL Rome on Britain • To be able to place the key events of the Roman Use dates and terms related to the study • Place events of Roman Empire on a timeline Examples (non-statutory) This could Empire (when Rome was founded; when Rome **Empire** unit and passing of time Compare Roman era to other periods studied include: Julius Caesar's attempted became a Republic; Roman Empire expansion into Invasion Sequence several events or artefacts on a time line invasion in 55-54 B; the Roman Europe; Caesar's multiple attempts to invade Britain; Settlement Use AD/BC terms Place events from period studied on time line Empire by AD 42 and the power of Rebellion Caesar's death; Roman rule in Britain; Boudicca's Use terms related to the period and begin to Look at Roman soldiers' uniform and discuss life in the its army; successful invasion by Boudicca rebellion; the building of Hadrian's wall; Roman Roman army Claudius and conquest, including withdrawal from Britain; Anglo-Saxon invasion) on a Caesar Look at what the Romans did in their leisure time Understand more complex terms e.g. BC/AD Hadrian's Wall; British resistance, for Hadrian 8Q Thinking Skills activity – questions to ask a Roman Range and depth of historical example, Boudica; 'Romanisation' of Claudius • To be able to place the key events of the Anglogladiator understanding Britain: sites such as Caerwent and Timeline Saxon and Scots period on a timeline. o Hot seat a Roman gladiator Find out about everyday lives of people in AD/BC the impact of technology, culture and Transport Write a menu for a Roman banquet/feast time studied beliefs, including early Christianity Republic • To understand that the Romans travelled on Study Boudicca's reTo bellion and create a storyboard Compare with our life today Hierarchy Design a Roman outfit for different members of society Use evidence to reconstruct life in time 3) Britain's settlement by Anglo-Transport • To understand how they used animals to help them Complete a social hierarchy of Ancient Rome studied Saxons and Scots Chariot with transport. Identify key features and events of time Look at beliefs of the Ancient Romans Examples (non-statutory) This could Punishment Kingdom and Rulers studied Research the impact of the Romans on our local area and include: Roman withdrawal from Army • To understand the spread of the Roman Empire and Look for links and effects in time studied Britain in c. AD 410 and the fall of Ranks what countries were under its control. Offer a reasonable explanation for some Research how the Romans impacted our society the western Roman Empire; Scots Uniform • To know about key Roman leaders: Caesar, Hadrian events Diamond 9 activity for the reasons why the Empire fell invasions from Ireland to north Withdrawal Claudius Interpretations of history Order the events of the Anglo-Saxons on a timeline and Britain (now Scotland); Anglo-Saxon Expansion • To know what it was like to live under Roman Rule Identify and give reasons for different ways discuss in relation to the Romans invasions, settlements and kingdoms: Anglo-Saxon in Britain. place names and village life; Angloin which the past is represented Sources Discuss everyday life in Anglo-Saxon Britain To understand how the Roman Empire fell. Saxon art and culture; Christian Artefacts Distinguish between different sources – Visitor – monk To understand the social hierarchy of Ancient Rome. conversion – Canterbury, Iona and Discipline compare different versions of the same story Borrow Romans box from Dorman museum To understand what Anglo-Saxon life in Britain was Lindisfarne Beliefs Look at representations of the period – Banquet museum, cartoons Conflict and disaster Look at the evidence available • To understand how the Roman Empire fell. Begin to evaluate the usefulness of different To know why and how Boudicca rebelled against the sources Use text books and historical knowledge • To understand what it was like to be part of the Historical Enquiry Roman Army (uniforms, training, fighting, leisure Use a range of sources to find out about a period Crime and punishment Observe small details – artefacts, pictures • To understand what it was like to be part of the Select and record information relevant to the Roman Army (discipline) Beliefs Use evidence to build up a picture of a past • To understand the beliefs of the Ancient Romans. Choose relevant material to present a picture of one aspect of life in time past Ask a variety of questions Use the library and internet for research Geography 1a. Locate the world's countries, Geographical Enquiry Map the invasions of the Romans across Europe Location Location using maps to focus on Europe and Roman Empire • To be able to locate Rome on a map. Use NF books, stories, atlases, Label a map of Roman Britain including key settlements North and South America, Mapping pictures/photos and internet as sources of • To be able to locate countries of the Roman Empire and industry sites Countries concentrating on their environmental information. Look at Roman settlements, towns and buildings – create regions, key physical and human Continent Ask and respond to questions and offer their To be able to label a map of Roman Britain an estate agent advert for a Roman villa characteristics, countries Europe own ideas. To be able to label the 7 kingdoms of Anglo-Saxon Research the impact of the Romans on our local area and Expansion Extend to satellite images, aerial Britain. 1b. land-use patterns; and Invasion Human Features photographs Look at the importance of roads in Roman society understand how some of these Settlement • To be able to label a map of Roman Britain Investigate places and themes at more than create edible Roman roads aspects have changed over time. Roads including human features one scale • Label the 7 kingdoms in Anglo-Saxon Britain

## Teacher: Miss Hugill/Miss Drew

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	3b. Human Geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water	<ul> <li>To understand how the Romans changed the settlements in Britain</li> <li>To know how Roman roads were built.</li> <li>Physical Features</li> <li>To understand why the Romans chose to settle where they did (hills near the sea)</li> <li>Mapping</li> <li>To be able to locate Rome on a map.</li> <li>To be able to locate countries of the Roman Empire on a map.</li> <li>To be able to map the expansion of the Roman Empire.</li> <li>To be able to label a map of Roman Britain</li> <li>To be able to label the 7 kingdoms of Anglo-Saxon Britain.</li> </ul>	Human features Physical features Kingdoms	<ul> <li>Collect and record evidence with some aid</li> <li>Analyse evidence and draw conclusions e.g. make comparisons between locations using photos/pictures/ maps/temperatures</li> <li>Drawing Maps</li> <li>Make a map of a short route experienced, with features in correct order</li> <li>Make a simple scale drawing.</li> <li>Representation/Symbols</li> <li>Use standard symbols.</li> <li>Use gypt on globe)</li> <li>Follow a route on a large scale map</li> <li>Scale/distance</li> <li>Begin to match boundaries (E.g. find same boundary of a country on different scale maps.)</li> <li>Map knowledge</li> <li>Begin to identify significant places and environments</li> <li>Style of map</li> <li>Use map sites on internet.</li> <li>Use junior atlases.</li> </ul>	Look at Anglo-Saxon settlements and their features
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Art	<ol> <li>To create sketchbooks to record their observations and use them to review and revisit ideas.</li> <li>To improve their mastery of art and design techniques, including texture and pattern.</li> </ol>	Exploring, evaluating and developing ideas  To be able to explore patterns in the world around us.  To be able to make decisions about what looks best.  To be able to review and evaluate art work.  Texture (textiles and collages)  To look at and discuss the colours and patterns in Roman mosaics  To replicate Roman mosaics.  Pattern  To be able to identify patterns in the world around us and recreate them using a range of techniques.	Pattern Collage Mosaic Colour	<ul> <li>Exploring/ Evaluating and developing ideas</li> <li>Create sketch books to record their observations and use them to review and revisit ideas</li> <li>Select and record from observation, experience and imagination and explore ideas for different purposes</li> <li>Record and explore ideas using a variety of ways including digital cameras and iPads</li> <li>Question and make thoughtful observations about starting points and select ideas for use in their work</li> <li>Begin to use artistic/visual vocabulary to discuss work</li> <li>Experiment with a wider range of materials</li> <li>Think critically about their art and design work</li> <li>Plan, refine and alter their work as</li> <li>Plan, design, make and adapt models from observation or imagination</li> <li>Texture</li> <li>Experiment with a range of media to overlap and layer creating textures, effects and colours.</li> <li>Pattern</li> <li>Search for pattern around us in world, pictures, objects</li> <li>Look at various artists of pattern and discuss effect</li> </ul>	Roman mosaics – collaging

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**Topic:** Romans & Saxons 1a) use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups 2a) select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately 2b) select from and use a wider range

of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

3b) evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

4a) apply their understanding of how to strengthen, stiffen and reinforce more complex structures

4b) understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]

Design, make and evaluate

- To be able to design a product (catapult) using existing knowledge of Roman catapults for inspiration
- To be able to make a working catapult
- To be able to evaluate a product against a set

## Structures

• To know how to appropriately join a structure together to ensure that it is sturdy and will not break.

## Mechanical systems

- To understand how levers work.
- To be able to use a lever system to create a

Catapult Mechanism

Design Evaluate Structure Join Criteria

Product

Lever

<u>Design</u>

- use research for design ideas
- describe purpose of product
- show design meets a range of requirements and is fit for purpose
- have at least one idea about how to create product and suggest improvements for design
- produce a plan which shows order, equipment and tools and explain it to others
- make and explain design decisions considering availability of resources explain how product will work

<u>Make</u>

- select suitable tools and equipment, explain choices in relation to required techniques and use accurately
- select appropriate materials, fit for purpose; explain choices
- work through plan in order
- measure, mark out, cut and shape materials/components with some
- assemble, join and combine materials and components with some accuracy
- apply a range of finishing techniques with some accuracy

Evaluate

- refer to design criteria while designing
- use criteria to evaluate product
- begin to explain how I could improve original design
- evaluate existing products, considering: how well they've been made, materials, whether they work, how they have been made, fit for purpose
- discuss by whom, when and where products were designed

Technical Knowledge

- work accurately to make cuts and holes
- measure carefully to avoid mistakes
- attempt to make product strong
- continue working on product even if original didn't work
- make a strong, stiff structure
- explain how to join things in a different

• Children to design, make and evaluate a roman catapult.

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English	To be able to plan, draft and write in	See progression of skills	•	Retell Romulus and Remus
	a variety and genres using relevant		•	Write a letter home from battle
	skills.		•	Diary of a gladiator
			•	Instructions to build a Roman road
			•	Write an account of Boudicca's rebellion
			•	Write a script for a news bulletin
				Estate agent advert for a Roman villa

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