

NARRATIVE

In the first half of the Autumn term we learn about the Stone Age, the Bronze Age and the Iron Age and will focus on the Celtic way of life. Our exciting trip to Butser Farm brings this whole topic to life!

We will then be looking at how and why the Romans and Vikings invaded Britain and how they contributed to the development of modern day society. During this topic we are fortunate enough to experience a Roman expert.

RE

- Life events of Jesus Christ
- Christian worship and beliefs
- The Lord's Prayer
- Reflecting and comparing cultural expressions

ART/MUSIC

- Cave paintings
- Celtic patterns (sewing)
- Still life sketching/charcoal
- Roman shields
- Roman coins
- Watercolour techniques – Viking boat silhouette
- Roman villas/houses
- STOMP

DESIGN AND TECHNOLOGY

- Iron age jewellery making
- Celtic name writing

INVADERS YEAR 4 AUTUMN TERM

ENGLISH

- Spellings are looked at and learned each week following spelling rules and patterns. Grammar has a focus on punctuation, nouns, adjectives, verbs, and adverbs
- Handwriting; writing patterns and topic – related pieces
- Reading takes place individually where required and in guided reading sessions, the focus is on comprehension skills both oral and written across a range of genres
- Research – Stone/Iron Age way of life
- Stig of the Dump – creative writing
- Recount of visit to Butser Farm
- A letter home from a soldier on Hadrian's Wall
- Rhyming poetry – invasion poems
- Estate agents brochures for a Roman villa
- Aquila - Myths
- Myths and Legends – Beowulf
- Oral story telling
- Research Viking longboats – Instructional writing
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HISTORY

- General history timeline
- Stone Age – early farmers
- Bronze Age – religion, technology and travel
- Iron age – hill forts, farming art, technology and culture
- Studying sources – who can we trust?
- Separating fact from fiction
- Reasons for the Roman and Viking invasions
- How did the Romans live?
- A soldier's life on Hadrian's wall
- What did the Romans do for Britain?
- What influence did the Vikings have on life in Britain?
- Viking boat research and design

MATHS

- Money (Iron Age budgets)
- Addition and subtraction of Roman numerals
- Problems solving (development of own numeric system and historical town planning)
- Symmetry of Roman shields and battle formations
- Roman numerals relating to time
- Co-ordinates - Viking battleships
- Area and perimeter of Roman settlement



COMPUTING

- E-safety
- Scratch algorithms – making a character
- iPads for research
- Using the internet and living library as research tools
- Developing skills in publisher

GEOGRAPHY

- Where should we settle? Topographical features – mountains, forests and rivers
- Trade links and distribution of natural resources, including energy, food, minerals and water

DAYS TO LOOK FORWARD TO

- Butser Farm trip
- John Eagle – Roman experience