

Wheal Busy – Autumn Term 2 2023



Project

We are learning about:

I am warrior!

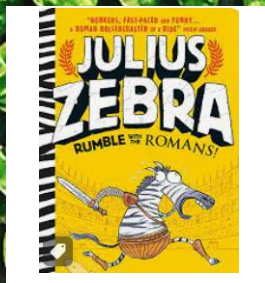
This term we will be learning about the amazing achievements of the Roman Empire.

We'll investigate how the Roman army were successful and about their invasion of Britain.

We will learn about the lives of significant individuals; both Celtic and Roman and about the incredible inventions that came from this era.

Our showcase is on Wednesday, 27th November. Please join us in celebrating our learning.

We are reading...



Languages – French

To learn the vocabulary for animals in French.

To learn the spellings of the animals vocabulary in French.

To extend vocabulary by learning 'je suis + animal.'

End Point: children can name up to 10 animals in French, including the spelling.

They can use the 1st person 'je suis..'

Geography

The Roman Empire

1. To compare maps of the Roman invasion with modern day maps of Europe. Which countries did the invaders conquer on their way to Britain?
2. To use digital mapping software to map and calculate the distance between Roman towns in Britain.
3. To identify hillforts in Britain and investigate what made successful settlements.
4. To compare and contrast Italy and Britain.
5. To use a street map of Rome to locate significant human features using grid references.

End Point: children understand regions of the UK and links between different regions. They have knowledge of Britain's links to Europe and understand facts that influence settlement choice.

History

Romans

1. To analyse historical artefacts to identify strengths of the Roman army.
2. To investigate the technological achievements of the Romans (weaponry, plumbing, roads, coins etc.)
3. To examine the hierarchy of Roman society (gladiators, slaves, emperors.)
4. To investigate the lives of significant individuals from the time period (Boudicca – Celtic Queen who led the fightback against the Romans; Septimus Severus – first African Roman Emperor; Spartacus – gladiator who led a major slave rebellion.)

End Point: children develop an understanding of the concept of an Empire and the impact it can have on the wider world. They understand the achievements and impact of significant historical individuals.

Science

Animals including humans

1. To reflect on prior knowledge and ask scientific questions.
2. To explain that humans get their nutrition from what they eat.
3. To explain the importance of diet and exercise.
4. To sort animals by investigating their skeleton types.
5. To explain the importance of bones for support, protection and movement.
6. To explain the importance of muscles for support, protection and movement.

End point: children understand the importance of nutrition; introduction to the main body parts associated with the skeleton and muscles; find out how different parts of the body have special functions.

R.E.

How do festivals and family life show what matters to Jews?

1. Rosh Hashannah.
2. Yom Kippur.
3. Passover.
4. Ten commandments.
5. Jewish prayers and blessings.

End Point: Children identify some Jewish beliefs about God, sin and forgiveness and describe what they mean.

They make simple links between Jewish beliefs and how Jews live.

D&T

Information design poster and pizza

1. To research a topic for an information design poster.
2. To develop initial ideas into a final design.
3. To assemble final product and incorporate a simple circuit.
4. To find out about food and drink brought to Britain by the Romans.
5. Design a pizza.
6. Make and evaluate pizza.

End point: children create an electrical poster, incorporating a simple circuit. Children design and make a pizza.

Music

Glockenspiels

1. Play Easy E and Strictly D on the Glockenspiel.
2. Play your music – note names.
3. Improvising to DeeCee's blues.
4. Perform D, E and F.
5. Perform March of the Golden Guards.
6. Compose and perform on the glockenspiel.

End point: children can name the notes on a glockenspiel; they can learn simple tunes and perform as a group; they compose and perform on a glockenspiel.

PSHE

Valuing differences

1. Negotiation and compromise.
2. Recognising difference.
3. Respecting difference.
4. Stereotypes.
5. Different types of relationship.
6. Understanding personal space.

End point: children will recognise that differences between individuals need to be embraced and celebrated.

Computing

Branching databases

1. Create questions with yes/no answers.
2. To identify the attributes needed to collect relevant data.
3. To create a branching database.
4. To explain why it is useful for a database to be well-structured.
5. To identify objects using a branching database.
6. To compare a pictogram to a branching database.

End Point: children will have created a branching database and will have an understanding of how branching databases work and the benefits of using them.

PE

Hockey

1. How can I dribble a ball?
2. How can I pass and receive the ball over a short distance?
3. How can I pass the ball over a longer distance?
4. How can I pass and receive the ball when moving?
5. How can I tackle a player safely?
6. How can I hit the ball to score a goal?

End point: children can pass and receive a hockey ball, including when moving. They can tackle and play in small sided hockey games.