

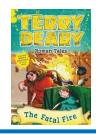
Year 4 Autumn Term – I am Warrior



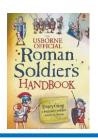
Learning for this term:	
English	Through a range of texts about the Romans, we will learn how to write an effective character description. We will also use our writing skills to create an exciting battle scene.
Maths	We will be reviewing our knowledge of place value and will be learning about four-digit numbers. In number work, we will use formal written methods for addition and subtraction.
Science	We will be exploring sound by learning about pitch, volume, how sound travels and vibrations.
Geography	In support of our topic, we will be learning about Italy and other areas of Europe related to the Roman Empire.
History	Our topic is all about the spread of the Roman Empire. We will focus on the Roman Army, Boudicca and the legacy of the Romans.
RE	Our question for this half term is: What is important to Hindus? In the second half term, we will be asking: What is important to Christians?
Computing	We will be looking at coding and online safety.
Music	We will be composing a march using the pentatonic scale and learning about time signatures.
PE	Activities will include Gymnastics and fitness OAA – orienteering and dance (4PS) Swimming – gaining confidence in the water
PSHE	Our learning will be all about different types of relationships.
Art/D&T	We will be drawing portraits of Roman soldiers and designing Roman purses.

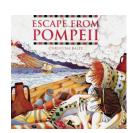


We will be reading:









You can help at home by:

- Take a trip to Fishbourne Roman Palace in Chichester.
- Research about Roman soldiers.
- Watch Horrible Histories video clips on BBC iPlayer.
- Visit the library to get some books on Romans.
- Explore Roman cooking.
- Research about Pompeii.

Additional information:

Diaries need to be in school every day please.

Children need to wear PE kit on PE days.

Please support your child to learn their times tables, as there will be a national test for Year 4 this year.

Throughout the year, each term, a different class will go swimming starting with 4PS.