

Art, Design and Drama
Creative Development

Art and Design:

We will be examining the illustrative style of Christina Balit and sketching our own visions of Pompeii before and after the explosion of Vesuvius. The children will learn about the profiles of Roman emperors and create a portrait of themselves as such a leader. In connection with our History learning, children will use chalk and charcoal to recreate the power of Roman columns.

Design and Technology:

Here, our challenge will be to design and build Roman aqueducts that actually carry water. We will also follow some Roman recipes for bread and cake, ready for our banquet at the end of the term.

Music:

Draconis will continue to increase their confidence and control in their singing lessons. In preparation for our Harvest and Remembrance services children will learn a repertoire of songs for performance. They will also develop their understanding of musical composition with opportunities to organise and manipulate their ideas within musical structures.

Drama:

Children will use role play to try to imagine what it may have been like to live in Pompeii. Later in the term, they will be using their powers of persuasion to attempt to stop hollow Erisychthon from chopping down trees.

English, Communication and Language

Writing:

We will be exploring and describing Pompeii both before and after the explosion of Vesuvius as well as writing and performing explosive poetry. Later in the term, children will be writing their own explosion stories: an account of a new character's escape from Pompeii. Draconis will also be recounting the stages of a volcanic explosion – linking closely with their science and geography work. Finally, the children will be writing a persuasive letter inviting a friend to a Roman banquet.

Reading:

The author focus for this term will be Roald Dahl (as it's Dahl Day in early September) but the main focus of our reading will be around 'Escape from Pompeii' by Christina Balit and Roman myths and legends from an anthology written by Geraldine McCoughrean.

Our class reader will be "Who Let the Gods Out" by Maz Evans.

There will also be regular guided reading sessions aimed at broadening vocabulary; developing our skills of inferring and deducing as well as predicting and making connections between texts. Every child will have regular one-to-one reading sessions where we will listen to them read and talk about their reading.

Curriculum Levels and Skills

Precise referencing to the new primary curriculum, showing which areas are being covered each term, can be found on our website under curriculum and displayed in our classroom.

Draconis Class Autumn Term 2018

Learning Quest

By the Power of...

Entry Point: Visit to Station Farm

Exit Point: Superhero Day

Physical Health & Well Being

Children will continue to apply and develop a broader range of skills, learning how to use them in different ways and link them to make actions and sequences of movement. In forming Roman defence and attack formations, children will enjoy communicating, collaborating and competing with each other. They will develop their understanding of how to improve in different physical activities and sports and how to evaluate and recognise their own successes.



Maths

Maths:

Here the children will be developing key skills to support them in their learning and understanding of key mathematical concepts through mixed and varied activities. Our main focus for term one will be number and place value as well as addition and subtraction. We will be using these concepts to estimate and solve problems in context.

We will link our Maths learning to our Roman theme by learning Roman numerals and measuring Roman 'roads' around the school. In preparing for our banquet, we will also use our skills as measurers and scale-readers.

Activities:

- Place Value
- Mental calculation strategies (+ and -)
- Understanding x and ÷ through sharing
- Concepts of part and whole
- Measures
- Shape and Space
- Time and Money

Human, Social & Environmental Understanding
Knowledge and Understanding of the World

History:

We will be seeking to find the answers to the following:

How did the Roman Empire begin?

How the Roman army gained such power

Britannia: how did Britain become part of the Roman Empire

Who was Boudicca?

Britain: what did the Romans build after they settled?

What would a Roman Briton do in their leisure time?

R.E: By the power of forgiveness

Draconis will learn about Jesus as the saviour and the power of salvation. They will understand the four main claims made by the Christian Salvation story:

That God created a perfect the world; humanity went wrong; to save humanity, God had a salvation plan; God entered into the world as Jesus Christ who saves humanity.

We will learn about the story of Zacchaeus and understand the message of his story.

British Values: The Rule of Law

Draconis Class will learn about the value and reasons behind laws, that they govern and protect us, the responsibilities that this involves and the consequences when laws are broken. Will we compare how are laws now contrast with those of Roman Britain.

Outdoor Education:

Science, Geography, Art and Design and Technology activities will be carried out through whole day Muddy Monday sessions which will be on a four week rotation.

We will be visiting Station Farm on Week 2 of the term where we will focus on our mapping skills.

Science & Technological Understanding

Science:

After exploring the reactions involved in a volcanic explosion we will move on to learn about the human body, starting with an investigation of the protective (armour-like) qualities of our bones. We will link this to our learning about the power of Empire by examining remains from Pompeii and what we can learn from a skeleton. We will go on to learn about the muscular system, circulatory system and digestion in the human body.

ICT:

Draconis will be developing their programming skills by designing an obstacle course for a Roman gladiator and choosing the appropriate software before writing the code to turn their obstacle course into a game. The children will then debug their creations and try them out on a critical audience before finally entertaining their parents and other invited guests with their games at our Roman banquet.