

Story with a historical setting: Retell the story of Boudicca

Recount: Education in Ancient Rome – a day in the life of a Roman school child

Non-fiction: Non-chronological report based on 'So you think you've got it bad? A kid's life in ancient Rome' book

Poet Study: A.F Harold

Grammar: Expanded noun phrases, paragraphs, fronted adverbials, speech punctuation, pronouns, nouns, the apostrophe for possession and subordinate clauses

Book Spine Texts: The Lost Thing, The Boy at the Back of the Class (chapter book) and The Day the War Came (picture book)

English

RE: Expressing Joy: Diwali.
Being thankful: Thanking God for Parents
Being reflective and Self Critical: (Four Noble truths). Being Curious and Valuing Knowledge. (Holy books).

PSHE: Being me in my world
Teamwork/a good school citizen/rights, responsibilities and democracy

Celebrating Difference Understanding different types of bullying and why some can be harder to identify.

Physical Education

Quick sticks: Strike a ball with accuracy. Begin to bowl using a recognised action with some consistency. Begin to track and intercept a moving ball across the ground.

Fitness: Continue working under time pressure. Participate in an AMPRAP workout and explain its principles. Develop strength and co-ordination by performing a range of exercises.

Multi Skills: Suggest ways to solve problems. Operate as part of a team to solve problems. Listen and be directed by others.

Handball: Ball Awareness-moving ball around different parts of the body with control Dribbling and bouncing a ball with control and using either hand. Pass and receive, stepping into the pass (chest and bounce pass). Scoring into a goal, beginning to take 3 steps- adding an active goalkeeper. Bringing in footwork and travelling rules into a game situation. Dodging around a player with the ball, focus on dodging into a space. Discuss tactics when attacking and defending. Introduce 4v4 or adapted game. Begin to use some additional rules e.g travelling, contact.

Electricity: Identify common appliances that run on electricity. Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers. Identify whether a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery. Recognise that a switch opens and closes a circuit and associate this with whether a lamp lights in a simple series circuit. Recognise some common conductors and insulators, and associate metals with being good conductors.

States of matter: Compare and group materials together, according to whether they are solids, liquids or gases. Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C). Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

Science

PSHE RE

Year 4 Autumn 2025-2026 Roman Britain / The UK



*Achieving
Excellence
Inspiring
Dreams*

Multiplication & division: Multiply 2 & 3-digit numbers by a 1-digit number using the expanded/grid method. Multiply & divide mentally by 6 and 9

Measurement: Convert between units of measure, including 12-hour time.

Number & place value: Recognise the place value of each digit in a 4-digit number. Compare numbers beyond 1000. Round any number to the nearest 10 and 100.

Addition & subtraction: Add & subtract numbers with up to 4-digits using the formal written methods (up to one exchange).

Fractions: Calculate quantities (unit fractions). Recognise common equivalent fractions. Add & subtract fractions with the same denominator.

Statistics: Interpret bar charts.

Geometry: Identify geometric shapes and acute and obtuse angles.

Mathematics

Music

Mamma Mia!
Know the difference between pulse and rhythm and be able to keep the internal pulse.
Compose a simple melody using simple rhythms and use it as part of the performance.

Modern Foreign Languages

French: Identify and pronounce accurately the names of some Francophone countries and towns in France; talk about transport and how you travel to French speaking places.

Computing

Coding - Scratch Programming from Algorithm to Code Part 1

- write code using a sequence
- use the drawing tools to edit sprite costumes
- duplicate a sprite costume
- debug a simple algorithm
- change sprites and add own choice of sprites in Scratch
- change the background of own scene
- add the music extensions blocks to Scratch
- write an algorithm that contains a forever loop to repeat a sequence

E-Safety – Project Evolve:
Health Wellbeing and Lifestyles, Online Relationships and Online Reputation

History

Learn about the Roman invasions of Britain and the successful conquest in CE 43. Understand how Britain became part of the Roman Empire and was ruled by an emperor. Explore the lasting Roman legacy in roads, buildings, and place names. Discover how some Celtic tribes resisted, like Boudicca, while others cooperated with the Romans. Recognise the end of Roman rule around 410 CE and how it marked the end of the Iron Age in Britain.

Enquiry: Which of the Roman achievements was the most significant?

Geography

Geography: The UK: Investigating who we are. Locate continents & countries using maps, atlases & globes with a focus on Europe. Name & locate counties and cities in the UK. Identify & describe the human and physical characteristics of the UK and understand how these may have changed over time. Use a compass and 4-figure grid references to locate landmarks within the UK. Compare rural and urban parts of the UK. Find out about the changing landscape in the UK (due to coastal erosion) with a focus on the village of Happisburgh, Norfolk.

Art & DT

Art:
Explore Roman bust art. Chn to create their own bust style portrait in their own image using different grades of pencil.
John Singer Sargent

Design & Technology:
Design and make a torch that includes a strong structure and an electrical circuit (links to Science – Electricity).