

MIGHTY ROMAN MYTHS



Our theme this half term is based on famous roman myths. We will be exploring the mighty Roman Empire and the stories that survive to this present day.

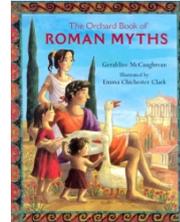
Mathematics and Computing



Year 4 will begin the maths topic this half term with a look at fractions such as $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$. We will be exploring the ways in which these can be represented. Year 4 will then understand how these relate to decimals and how to covert between fractions and decimals. Finally year four will learn to add and subtract fractions . We will also continue our goal to recall multiplication facts up to the 12 times tables. We will begin learning simple coding skills using the program Scratch.

English

This half term Year 4 will be exploring Roman myths through books like 'Orchard book of Roman Myths' written by Geraldine McCaughrean. We will look at the features of Roman myths and the children will have the chance to retell famous stories through role play and drama. Furthermore there will be opportunities to create and write Roman myths this half term.



Physical Education

In P.E. We will be focusing on core skills and teaching how to use personal bests to improve ability. This half term will be based around Lionwood's new Real P.E. lessons which will emphasise individual achievement and challenge.



Understanding the World

Year 4 will focus on a Roman theme and develop skills researching Roman Gods and famous heroes. We will explore details of the Roman Empire such as Roman life, civilisation and architecture. How was the Roman Empire built?



Personal, Social and Emotional Development

Year 4 will continue to work on building relationships with peers. This half term will focus on teamwork and empathising with other situations.



Expressive Art and Design

Year 4 will be looking at Holst's planets. This will introduce a set of music that links to the planets in the solar system. We will learn to describe, compare and evaluate different sorts of music.

