

Rotten Romans

We'll be finding out about **Rotten Romans** and how they fought to increase their empire and take over a huge part of Europe.

Successful learners

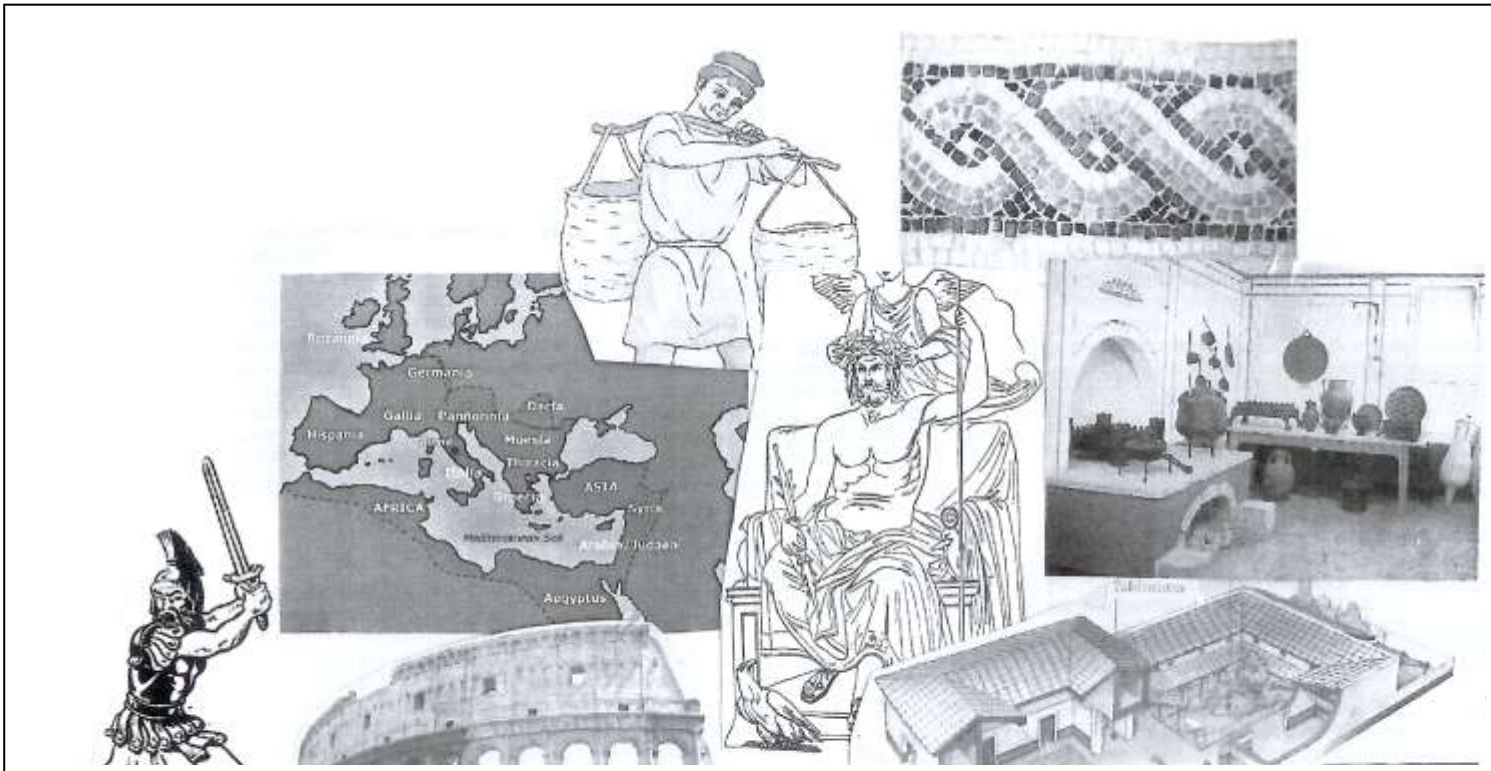
Areas of learning

As **mathematicians**, we'll be investigating Roman numerals and how they used pattern and symmetry in their homes and public buildings. As part of this, we'll be creating our own mosaics too.

As **artists and actors**, we'll be using role play and acting to investigate the different jobs that people had in Roman times. As well as this, we'll be creating portraits of Roman Gods. As **musicians**, we'll be listening to the music of others and creating your own. We'll also be responding to music through art and dance.

We'll be thinking about **Spiritual and Moral issues** surrounding the Romans, including thinking about why they had so many Gods. Also, we'll be looking at how we think about human rights now compared to how human rights were viewed in Roman times.

We'll be **debating** if it was right for the Romans to have slaves, using role play and research skills. We'll also enjoy an amazing Roman banquet, making and eating some Roman food.



Confident Individuals

Mathematics

As mathematicians we will:
Look for mosaic patterns used in Roman villas and recreate them. This means we will look at the properties of these patterns, thinking about how they use symmetry. We will also have to make sure that we measure accurately and draw precisely. We will look at how Roman numerals are used in our public buildings and investigate what they mean.

Responsible Citizens

Creative Arts

While developing our creative skills we will:
Listen to 'Mars' by Gustav Holst and think about how his music reflects the Roman God Mars. As part of our listening, we will respond to the music by creating a painting that reflects what we hear, as well as responding through dance. We will create our own music for another Roman God, look at portraits of that Roman Gods and create our own. We will make sure that their character is reflected in our portraits.

Spiritual & Moral

In our Spiritual and Moral development we will:
Investigate why the Romans had so many Gods. We will find out about one Roman God in detail, and present our research to the class. We will look at how Roman beliefs compare to Christianity. We will look at how the Romans viewed human rights compared to how we view them today.

Social & Emotional Well Being

While developing our Social & Emotional Well Being we will:
Debate if it was right for Romans to have slaves. We will do this using role play, and taking the parts of slave and Roman citizens. We will find out about people who campaigned for an end to the British slave trade – did they make similar arguments? We will investigate what Romans ate, and plan a Roman banquet for the class.

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Essentials for Learning and Life

Using communication

Writing, Presenting & Retelling

Recounts
Persuasion
Information texts
Explanation

Using mathematics

Investigate shape and pattern when designing Roman style mosaics.
Measure and draw to a suitable degree of accuracy when creating Roman board games.
Understand and use Roman numerals
Understand and accurately use vocabulary related to time (past, present, future).

Using ICT

Finding things out:

Interpret information, to check it is relevant and reasonable

Developing ideas and making things happen:

Present information in a simple poster combining graphics with text, refining and editing as necessary.

Searching:

Using search engines choose appropriate key words to find and filter relevant information.

Attitudes

Learning and thinking skills:

Asking relevant questions
Analysing information
Planning how to go about presenting information
Creating ideas for persuasive arguments

Personal and Social Skills:

I recognise my worth as an individual by identifying positive things about myself and my achievements, seeing my mistakes, making amends and setting personal goals.
I reflect on spiritual, moral, social, and cultural issues, using imagination to understand other people's experiences.
I think about the lives of people living in other places and times, and people with different values and customs.

RE Skills:

Investigate what special places people of faith have for prayer, worship, praise, thanksgiving, wonder, joy and sadness.
To know why Christians celebrate Harvest, and investigate how and if other religions celebrate Harvest.
Explore how religious beliefs and ideas can be expressed through the art and communicate own responses.
Identify and begin to describe similarities and differences within and between religions.

Areas of Learning

Human, social and environmental understanding

History Skills: Describe the characteristic features of the Roman period including the attitudes and experiences of Roman soldiers. Use a variety of sources to find out about events and people (such as Boudicca and the invasion of Britain). Place events, people and changes into correct periods of time. Use dates and vocabulary relating to the passing of time (BC, AD). Communicate their knowledge and understanding of the Romans in a variety of ways.

Geography Skills: Identify and describe what Italy and Britain are like. Compare these countries, understanding and describing their similarities and differences.

Scientific and technological understanding

Design Technology Skills:

Develop and clearly explain ideas for making a Roman board game with design objectives. Plan, suggesting a sequence of actions or alternatives if needed. Select tools, techniques and materials. Use finishing techniques to improve the appearance of the product. Reflect on the finished board game in relation to intended use (and users') and identify improvements needed. When making Roman food, follow safe procedures for food safety and hygiene.

Science Skills: Scientifically investigate questions such as 'How did Romans and Celts keep warm?' and decide how to find answers. Understand the importance of testing ideas using evidence from observation and measurement.

Understanding the arts and design

Art and Design Skills: Create portraits of a Roman God from evidence and imagination. Design and make images and artefacts that communicate observations, ideas and feelings using a variety of methods. Compare methods and ideas used in their own and others' work and express own opinions. Adapt work in response others' views and describe how they may develop it further.

Musical Skills: Analyse and compare 'Mars' and 'Jupiter' from The Planets. Talk about ideas and feelings in relation to music using musical vocabulary. When composing, explore, choose and organize musical ideas within musical structures. Perform composition illustrating a Roman God to audiences.

Understanding physical health and well-being

To understand why physical activity is good for health and well-being

Netball skills

Perform actions and skills with more consistent control and quality.
Develop and use knowledge of the principles behind the strategies, tactics and ideas to improve their effectiveness.