



Year 3 Learning Overview

Spring 1 2024

Our topic is: The Romans

By the end of our topic:

Your child will know:

History

- We can learn about the past from stories.
- The terms BCE (before the Common Era) and CE (Common Era).
- The dates of key events in Roman history.
- The significance of the Roman Empire.
- How our knowledge of the past is constructed from a range of sources.
- What made the Roman army so powerful?
- Who Boudicca was and why she was a significant figure.

Geography

- Where Italy and Rome are located on a map, {use Digi map}
- About the Roman expansion.

Science

- That animals, including humans, need the right types and amount of nutrition. That they cannot make their own food and they get nutrition from what they eat
- That humans and some other animals have skeletons and muscles for support, protection and movement.

Art/DT

- About different styles of portraiture
- The proportions and relationships between facial features considered in portrait drawing.
- What materials are needed to make a stable, sturdy structure (Roman shield).

RE

- What the Bible is.
- How Christians use the Bible
- What the Bible contains.

Computing

- What is scratch and how it is represented.
- How to create a program following a design.
- How to create a sequence of connected commands.
- Know how a sequence is created.
- Know how to build a sequence of commands.
- How to build an algorithm as a code.

Your child will be able to:

History

- Explain the story of Romulus and Remus.
- Order events chronologically and mark key dates across several time periods.
- Compare how far apart key events and eras were from each other (including in relation to previous learning on the Stone Age).
- Devise historically valid questions about change.
- Explain the significance of the Roman Empire
- Gather information from a wide range of valid sources and decide how accurate and reliable a source is.
- Effectively research the strengths and impact of the Roman army.
- Describe and give reasons for the British resistance, for example, Boudicca.

Geography

- Locate Italy (and Rome) on a map {use Digi map}.
- Explain why different terrains across Europe allowed the Romans to expand.

Science

- Identify and group animals with and without skeletons and observe and compare their movement.
- Explore ideas about what would happen if humans did not have skeletons.
- Compare and contrast the diets of different animals (including pets) and decide ways of grouping them according to what they eat.
- Research different food groups and how they keep us healthy, and design meals based on their findings.

Art/DT

- Plan, refine and alter their portrait drawings as necessary.
- Draw for a sustained period of time at their own level.
- Use different media to achieve variations in line, texture, tone, colour and shape.
- Design and make a 3D model of a Roman shield.

RE

- Explain why the Bible is important to Christians.
- Explain how Christians use the Bible to grow in their faith.

Computing

- Recognise that commands in Scratch are represented as blocks
- Create a program by following a design
- Create a sequence of connected commands
- Explain what a sequence is
- Build a sequence of commands
- Implement algorithm as code

We will be reading:

Non-fiction texts about the Romans and their way of life
Boudicca's Army

Our memory maker event is:

Role-playing a Roman battle (following Roman commands) incorporating our shields.

To help your child further you could:

Visit our Year 3 Independent Learning ItsLearning page to find out more about the Romans and the Roman Empire.