Topic Overview


Summary
In this topic, we will be learning about the impact the Romans had on Britain. We will look at inventions the Romans created. We will be learning about magnetism and forces in order to invent a game. In DT we be designing Roman nvent a game. Dr we be
chariots.

## Key English stimulus



## Key Questions

Who are the Romans?
How did the Romans impact British life? What did the Romans invent? How are those inventions still relevant now?

## Vocabulary (tier 3)

Numerator, denominator, unit fraction, tax, villa, emperor, aqueduct, chariot, gladiator, axel, repel, attract, magnet, magnetism.

## Key events

- Winchester Science Museum
- DT Day
- Chariot Race
- Roman Day

PSHE, SMSC and British Values Tolerance of those of different faiths and beliefs

- Looking at Hinduism.


## mocracy

- Looking at early Rome


## Moral

- Is it right that the Romans invaded to grow their empire?

Opportunities for 6 Rs
Resourceful: Using
resources for our DT chariot project.
Respectful: Listening to the views of others. Reflective: How can I improve my initial chariot plan?

## Maths

Fractions:
Looking at what a fraction is and in particular, nonunit fractions.

