

# Emperors and Empires

## Curriculum Map

### Computing

#### Unit 3.6 –Branching Databases:

- ⇒ Introducing databases.
- ⇒ Creating a database on the computer.

#### Unit 3.7—Simulations

- ⇒ Exploring a simulation.
- ⇒ Analysing and evaluating a simulation.

### Design Technology

#### Greenhouse:

This project teaches children about the purpose, structure and design features of greenhouses, and compares the work of two significant greenhouse designers.

### History

#### **Ancient Civilisations: Romans.**

Learn about the Roman Empire and its impact on Britain. Aspects of everyday life in a Roman town include the use of the forum for decision-making; shops and market places for trade; family life, including the different roles and lifestyles of men and women; slavery and life in a Roman fort. Describe everyday life in ancient Rome, including aspects, such as jobs, houses, buildings, food and schooling.

### Art and Design

#### Beautiful Botanicals:

This project teaches children about the genre of botanical art.

#### Mosaic Masters

This project teaches children about the history of mosaics, before focusing on the colours, patterns and themes found in Roman mosaic.

### Music

#### Musical Spotlight:

Enjoying Improvisation  
Opening Night

#### Social Question:

How Does Music Make a Difference to Us Every Day?  
How Does Music Connect Us with Our Planet?

### Geography