

'Empires & Emperors'

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

Completed within driver project.