



St Martin's C of E Primary and Nursery School Learning Narrative

	Musical/Auditory		Interpersonal		Naturalistic
	Bodily/Kinaesthetic		Linguistic		Spatial
	Intrapersonal		Logical		Spiritual

Year Group: 4

The Big Idea
Time Machine

Key Question/Mystery

Who are Mr and Mrs Weevil and why do they travel through time?
What was life like as a Roman Solider?

Hooks for Learning

(experiences which excite, motivate and hook the children into the learning to come)

- The children find a cabinet, which has been left on the playground. They ask questions about what it does and where it has come from.
- Children receive a letter informing them about the purpose of the cabinet and who it belongs to.
- Visit from Mr Weevil who owns the Emporium of Curiosities.
- Children make a bell with a working electrical circuit for the shop.
- The children receive a Bully Proof Vest in the cabinet along with a story.
- The children find a stone in the cabinet – with a label, which tells them it is from Hadrian's wall.
- Children have a Roman battle on the field – (water fight). They research tactics used by the Roman army and use these for their own battle.
- The children find a roman sandal in the cabinet and ask questions to find out about it.

Playing and Exploring Engagement

- Mr Weevil visits the children to tell them about the Emporium of Curiosities. Children will engage in the discussions and explore different ideas. They invent their own stories about various mysterious objects.



- Children explore and investigate how sound is produced. Complete investigations concerning pitch and how sound can travel through solids, liquids and gases.

- The children make a bell for Mr Weevil's shop. Exploring how electrical circuits work.



- The children make roman shields to help to prepare for their battle. They will then role play the battle with others. They explore life as a Roman Soldier.



- Explore and learn about what Roman Exeter was like.



- Visit from a Roman Soldier.



Active Learning Motivation

- Children use modroc to make a shop bell and then add an electric circuit. How can they make it work? The children will use different approaches.



- Children receive a letter from Mr Weevil explaining how the Emporium of Curiosities works.



- A Bully Proof vest appears in the cabinet with a story. Children explore how objects work using the text.



- Children receive a stone with a date and a grid reference. They explore where the stone has come from and what happened on the date.



- The children plan a battle based on the text that arrives in the portal and use the text to report their own battle.



Creating and Thinking Critically Thinking/learning Process

- The children write a newspaper advert to find out who it belongs to using a description of the cabinet. The children will need to make decisions and develop their ideas.



- The children find a cabinet in the playground with black dust and caution tape around it. The children discuss what it could be and where it may have come from. Showing curiosity and using their imagination.



- Children create their own objects based on what would help them in school. Children make their own design and then send these to Mr and Mrs Weevil.



- They write an information text about how objects work, the children will need to use problem-solving skills and make links and patterns.



- The children plan a battle to have on the field, thinking about tactics, this will involve problem solving, testing ideas and changing strategy.



- Children think about the life of a roman soldier and make roman shields, children will need to think of new ways to do things and reflect on their

		<p>research.</p> <ul style="list-style-type: none"> • What choices did the Romans make about where they chose to settle?
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Key Skills

<h3>Reading</h3> <ul style="list-style-type: none"> • Research life in Roman Exeter. • The story of Mr and Mrs Weevil. • Bully Proof Vest Text. • Exploring a Roman Battle. 	<h3>Writing</h3> <ul style="list-style-type: none"> • Writing newspaper description of the cabinet • Information text about an object • Recount of battle • Poetry • How an electrical circuit works. 	<h3>Number</h3> <ul style="list-style-type: none"> • Roman Numerals. • Arrays with the Roman Solider formation.
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Opportunities for Outdoor Learning

Making Roman shields.
The Roman Battle as a Water fight.

Reflection on Learning

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Cross-Curricular Links (referencing Primary Curriculum/EYFS)

Literacy	<ul style="list-style-type: none"> • The story of Mr and Mrs Weevil. • Writing newspaper report about finding the cabinet. • How a portal works. • Wallace and Gromit Cracking Contraptions- Bully Proof Vest. • Battle of Caladonia
Maths	<ul style="list-style-type: none"> • Roman Numerals. • Code Breaking. • Roman Battle formation.
Science	<ul style="list-style-type: none"> • identify how sounds are made, associating some of them with something vibrating • recognise that vibrations from sounds travel through a medium to the ear • find patterns between the pitch of a sound and features of the object that produced it • find patterns between the volume of a sound and the strength of the vibrations that produced it. • recognise that sounds get fainter as the distance from the sound source increases • construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers • identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery • recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit • identify how sounds are made, associating some of them with something vibrating • recognise that vibrations from sounds travel through a medium to the ear.
RE	
PE	
The Arts	<ul style="list-style-type: none"> • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
Humanities	<ul style="list-style-type: none"> • Roman invasion and its impact on Britain • Julius Caesar's attempted invasion in 55-54 BC • the Roman Empire by AD 42 and the power of its army • successful invasion by Claudius and conquest, including Hadrian's Wall • British resistance, for example, Boudica • 'Romanisation' of Britain: sites such as Caerwent and the impact of technology, culture and beliefs, including early Christianity

Identify 8-10 writing outcomes for the term:

- Newspaper description for the Lost and Found column.
- Elicitation task – How a portal works?
- Innovation – How does my bell work?
- Invent based on the Wallace and Gromit text.
- Innovate based on a well-known battle.
- Children research and write about roman soldiers lives.
- Invent- recount of own battle.
- Poetry- How to be a soldier.
- Leaflet about Roman Exeter.
- Ibook using Book creator about life as a Roman Solider.

Opportunities for Home Learning for the term:

	<p>Musical/Auditory</p> <ul style="list-style-type: none"> • Create a song that could be played in the shop. 		<p>Interpersonal</p> <ul style="list-style-type: none"> • Make a board game which you can play with others about the Romans or based on the Weevils and their shop. 		<p>Naturalistic</p> <ul style="list-style-type: none"> • Make or find our about a mysteriaous object that can be used to support the outside environment.
	<p>Bodily/Kinaesthetic</p> <ul style="list-style-type: none"> • 		<p>Linguistic</p> <ul style="list-style-type: none"> • Write their own story about where the time machine (cabinet) goes next. • Produce an information leaflet about any period of time in history. • Create a poster for the shop advertising what it sells and displays. 		<p>Spatial</p> <ul style="list-style-type: none"> • Make a roman piece of Armour. • Make a model of a hypocaust. • Model Roman Baths. • Model of a Roman Settlement. • Make their own invention of the future. • Make interesting and unique objects for the shop along with a detailed story about it.
	<p>Intrapersonal</p> <ul style="list-style-type: none"> • 		<p>Logical</p> <ul style="list-style-type: none"> • 		<p>Spiritual</p> <ul style="list-style-type: none"> •

Every class will use 'Buzz Boards' to encourage questioning and reflection and will produce a 'Learning Story' for each theme. The 'Learning Story' will tell the story of learning, both in terms of content and the way in which learning happened. Children will be encouraged to engage with the learning stories, the stories can be created in physically or electronically.