What the Ron Southville Primary School	nans Did for Us – Term 2		Year 3
Local Anchor Point	Visit/ Visitor	Key Person	Key Outcome
Roman Baths	Roman Baths Roman Expert	Boudicca Julius Caesar	Explore the Romans' impact on Britain Analyze the lasting effects of Roman advancements. Create and test a Roman catapult
Diversity, Equity and Inclusion		Linked Learning	
Exploring diverse cultures and beliefs Highlighting underrepresented voices like Boudicca's		Stone Age - Year 3 Anglo Saxons + Vikings (Year 4 and 5)	
Driver 1: History What did the Romans do for us?		Driver 2: Design and Technology Can my catapult hit the target?	
Driver 1 Objectives		Driver 2 Objectives	
The Roman Empire 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 Substantive Historical Concept: Children learn about important substantive concepts through repeated encounters in different, specific and meaningful contexts as they move through the school. This helps children to understand new material by linking, connecting, and building on prior knowledge. We have grouped them to make it easier for teachers to identify and make links between units of work: Community and culture Conflict and disaster Exploration and invention Hierarchy and power		 Generate, develop and communicate ideas through discussion, sketches and prototypes. Make Select and use appropriate materials, tools and construction techniques. Strengthen, stiffen and reinforce structures. Work collaboratively to make a functional product Evaluate Evaluate ideas and final products against design criteria.	
Driver 1 Disciplinary Knowledge and Skills ('Thinking like a Historian')		Driver 2 Disciplinary Knowledge and Skills ('Thinking like a Designer')	
This is knowing how historians investigate the past, and how they construct historical claims, arguments and accounts		 Investigate: this includes researching and finding about existing products and designers. Design: the art or process of deciding how something will look or work. 	

Make: create something by combining materials or putting parts together.

Apply: use something or make something work in a particular situation.

Evaluate: form an opinion of the value or quality of something after careful thought.

Chronology – having a secure overview of major developments and periods to

contextualize new knowledge, as well as making connections within and

throughout periods of time studied

•	Sources and Evidence – how we know about the past: a source may present a
	viewpoint, position or bias from the time as well as the attitudes, beliefs and
	culture. It is important to evaluate their usefulness and reliability

- Cause and Consequence the reason and result of the things that happened in history
- Change and Continuity how key people, places and events changed or stayed the same over time
- **Similarity and Difference** compare similarities and differences: what stayed the same and what was different between people, places and points of view? Why?
- Historical Significance why people, events and ideas are important in our studies

Additionally, we teach children that a designer:

- Problem Solves
- Tests, reworks, adapts and improves
- Evaluates and uses feedback
- Works as part of a team
- Follows instructions carefully
- Is technically accurate

Driver 1 Key Vocabulary

- Tier 1: Romans, food, gods, army, cities, roads, clothes, towns, volcano, wall, tunic, sword, chariot, slave, toga, soldier, feast, baths, villa.
- **Tier 2:** empire, invade, rebel, conquer, culture, beliefs, shield, formation, mosaic, evidence, time period, chronology, chronologically, change, republic, emperor, senate, temple, sewer, heating system, gods/goddesses, mythology, aqueduct, gladiator, arch, armour, centurion.
- Tier 3: testudo, eruption, Vesuvius, Claudius, Boudicca, Hadrian's Wall, Roman Baths, Julius Caesar, Caesar.

Driver 2 Key Vocabulary

- Tier 1: catapult, target, design, make, test, model, throw, hit, measure
- Tier 2: Roman, history, explore, assemble, accuracy, evaluate, review, improve
- Tier 3: mechanism, force, tension, lever, trajectory, development, component, performance

Driver 1 Sequence - What did the Romans do for us?

- 1. **WALT:** understand how the Roman Empire began and grew over time.
- 2. **WALT:** understand the importance of Julius Caesar's invasions of Britain and his role in Roman history.
- 3. **WALT:** understand the impact of Roman culture, including food.
- WALT: describe and understand volcanoes.
- 5. **WALT:** understand how the Romans conquered Britain.
- 6. **WALT:** understand who Boudicca was and why she rebelled.
- 7. **WALT:** understand how the Romans changed Britain in towns and cities.
- 8. **TRIP**: Roman Baths explore primary sources.
- 9. WALT: understand why the Romans left Britain and how it impacted the country.
- 10. **WALT:** understand what the Romans did for us (in Britain).

Driver 2 Sequence - Can my catapult hit the target?

- 1. **WALT:** understand what a catapult is and how it works.
- 2. **WALT:** explore the history of Roman catapults and their design features.
- 3. **WALT:** understand how to make a strong base and frame.
- 4. **WALT:** design my Roman catapult.
- 5. **WALT:** assemble and strengthen my catapult.
- 5. **WALT:** test my Roman catapult.
- 7. **WALT:** evaluate my Roman catapult.