



## Topic web: Could the Romans hunt a mammoth?

This term, we will journey through time to explore the fascinating question: Could the Romans have hunted a mammoth? By comparing prehistoric life with the Roman Empire, we will investigate timelines, evidence, and historical clues to discover whether these worlds could ever have overlapped. Through storytelling, art, science investigations, and historical enquiry, we will explore how people lived, how species changed over time, and how evidence helps us understand the past.

Spring 2

2026

Class 3

As mathematicians, we will develop our understanding of converting metric units, exploring shape and geometry, and learning about position and direction through coordinates, angles, and transformations.

As historians, we will investigate Ancient Rome, exploring daily life, the strength of the Roman army, the rise and fall of the empire, and using timelines and evidence to answer our big historical question.

In RE, we will explore the question: Why is the Torah so important to Jewish people? We will learn about Jewish history, worship, beliefs, and how sacred texts guide daily life.

As readers and writers, we will study Julius Caesar and myth-inspired poetry, developing skills in note-taking, inference, descriptive writing, and narrative structure before crafting our own historical narratives and poems inspired by myths and monsters.

As scientists, Year 4 will learn about plants and their impact on the planet, whilst Years 5 and 6 will explore evolution, inheritance, adaptation, and fossil evidence to understand how living things change over time.

In PSHE, we will focus on positive thinking, understanding how thoughts, feelings, and behaviours connect, and learning strategies to build confidence, resilience, and emotional wellbeing.

As athletes, we will develop teamwork and tactical skills through dodgeball, alongside creating and performing Roman-inspired dance sequences that use movement, balance, and expression.

As artists, we will develop drawing and modelling skills by exploring 3D form and perspective, creating artwork inspired by Roman architecture and prehistoric creatures.

As musicians, we will use music technology to explore different musical styles and compose our own pieces using digital tools.

As computer programmers, we will become game developers, designing, coding, testing, and evaluating our own computer games using logical thinking and algorithms.