Science **Computing Art & Design** Languages Games and Songs Animals including Appraising Roman art Logging on Greetings Programming- Rapid Router humans Names Roman mosaics **Digital Footprint** Number to 12 Digestive system, teeth Using Publisher to create a Roman banquet and food chains. **Design & Technology** PΕ Design and make a Hockey Roman shield. Class 3 Music **YEAR 3/4** Year 4 Brass. Charanga Unit 1 **AUTUMN 1 History** The Roman Empire Maths The expansion of the empire **English** Number and Place value and the Roman Army. Character and setting description. Addition and subtraction Recounts Non-chronological report