



# The Romans Topic Overview



## PE

1	<b>What was Harpastum and how was it played by the Romans?</b> <ul style="list-style-type: none"><li>- Looking at artefacts showing Roman love of ball games</li><li>- Playing a game of Harpastum based on what is known of the rules</li></ul>
2	<b>What was the Campus and what athletic activities were done there?</b> <ul style="list-style-type: none"><li>- Completing a variety of challenges a Roman soldier may have undertaken when training</li><li>- Inventing training games to improve skills in throwing, running, jumping, etc.</li></ul>

## ICT

1	<b>Using ICT to create a database</b> <ul style="list-style-type: none"><li>- Identifying that a database makes information easy to find</li><li>- Organising details about Romans deities or emperors into a database</li></ul>
2	<b>Using a spreadsheet to create a graph</b> <ul style="list-style-type: none"><li>- Using data about the weather/climate in Rome to create a spreadsheet</li><li>- Transferring data from a spreadsheet to a bar graph to analyse results</li></ul>
3	<b>Creating an ICT-based storybook to tell the story of a Roman myth</b> <ul style="list-style-type: none"><li>- Reading a variety of Roman myths to identify features</li><li>- Simplifying and recreating a story using an ICT programme</li></ul>

## Geography

1	<b>Where is Italy and what is it like?</b> <ul style="list-style-type: none"><li>- Identifying Italy on world and European maps</li><li>- Identifying Rome and other major cities</li><li>- Geographical features: size, population, mountains, rivers, etc.</li></ul>
2	<b>What is there for tourists to do in Rome?</b> <ul style="list-style-type: none"><li>- Main tourist attractions and identifying ancient Roman sites</li><li>- Evaluating Rome as a holiday resort</li></ul>
3	<b>What are the similarities and differences between Italy and Britain?</b> <ul style="list-style-type: none"><li>- Identifying similarities and differences between Italy and Britain in terms of weather, climate, landscape, etc.</li><li>- Looking at the differences from the point of view of a Roman soldier who comes to Britain</li></ul>

## Art

1	<b>Making a Roman mosaic</b> <ul style="list-style-type: none"><li>- Looking at examples of Roman mosaics</li><li>- Designing and creating a mosaic</li></ul>
2	<b>Painting a scene from a Roman myth</b> <ul style="list-style-type: none"><li>- Investigating the work of other artists who have portrayed Roman myths in their work</li><li>- Investigating the use of symbolism</li><li>- Creating art work to portray a Roman myth</li></ul>
3	<b>Using clay to create a reproduction of an ancient Roman artefact</b> <ul style="list-style-type: none"><li>- Investigating artefacts e.g. coins, lamps, jugs, statues</li><li>- Using modeling clay to reproduce an artefact</li></ul>

## History

1	<b>How was Rome founded and how did it expand into an empire?</b> <ul style="list-style-type: none"><li>- The legend of Romulus and Remus</li><li>- How Rome played on its strengths to expand into an empire</li><li>- Facts about the length and location of Roman rule around Europe, Asia and Africa</li></ul>
2	<b>How was society organised in ancient Rome?</b> <ul style="list-style-type: none"><li>- Moving from monarchy to republic to empire</li><li>- How Rome was ruled by emperor, consuls and senators</li><li>- Different groups of people in Rome and their rights (slaves, plebeians, patricians, women)</li></ul>
3	<b>What was daily life like in ancient Rome?</b> <ul style="list-style-type: none"><li>- Brief descriptions of aspects of daily life: technology; hygiene; children; food; houses</li><li>- Historical research into areas of daily life</li></ul>
4	<b>What did the ancient Romans do for entertainment and who were the gladiators?</b> <ul style="list-style-type: none"><li>- Differences between leisure today and in ancient Rome</li><li>- At the circus (chariot racing)</li><li>- Life of a gladiator: what they did and why; what weapons they used; where gladiator fights took place</li></ul>
5	<b>What did the ancient Romans believe and who were their gods and goddesses?</b> <ul style="list-style-type: none"><li>- What Romans believed about gods and goddesses and where their deities came from</li><li>- How Romans worshipped at the temple</li><li>- Describing some of the most popular Roman gods</li></ul>

## Design & Technology

1	<b>Designing and making a Roman purse</b> <ul style="list-style-type: none"><li>- Working with textiles to design and make a Roman drawstring purse</li><li>- Modifying with different techniques of decoration</li></ul>
2	<b>Designing and making a Roman shield</b> <ul style="list-style-type: none"><li>- Looking at typical colours, patterns and designs used on Roman shields</li><li>- Investigating ways of using different materials and techniques to make a Roman shield</li></ul>

## Further suggestions:

### History

See also: ["Invaders and Settlers: A Roman Case Study"](#)

### Science

1	Look at Pompeii and the volcano Vesuvius as a starting point for exploring volcanoes and different types of rocks and soils.
2	Planets of the solar system - how many planets are named after Greek gods and goddesses? Why are they named after them?

### Design & Technology

1	Look at the kind of foods Romans ate and ask children to plan and make a Roman picnic.
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### Understanding English, communication and language

- Creating posters and travel brochures to advertise a Roman holiday.
- Writing a letter as a Roman soldier who has been sent to Britain.
- Reading a range of texts, including ICT-based texts, to find out about aspects of life in ancient Rome.
- Re-telling the story of Romulus and Remus through storyboards and extended writing.
- Using the senses to describe a gladiator fight in words.
- Creating a poster using ICT to promote a gladiator fight.
- Examining the similarities between a variety of Roman myths.
- Creating an ICT-based storybook of a Roman myth.

### Understanding the arts

- Looking at examples of Roman mosaics.
- Studying paintings of Roman myths, including the use of symbolism.
- Using stimuli to develop ideas for designing and creating mosaics and paintings.
- Understanding how the artists of the past can help us to learn about ancient civilisations.

### Historical, geographical and social understanding

- Exploring how society was organised in ancient Rome.
- Exploring what the ancient Romans believed and how this impacted their lives.
- Using a variety of historical sources (pictures, information texts, artefacts) to find out about various aspects of daily life in ancient Rome.
- Locating Italy on a world and European map.
- Exploring the geographical features of Italy (weather, climate, population, etc.)
- Comparing the geographical features of Italy and Britain.
- Looking at how artefacts can help us find out about the past.

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### Mathematical understanding

- Using Venn diagrams to sort Roman tourist attractions.
- Using the internet to gather data about Rome (average temperatures, rainfall, etc.)
- Creating and using spreadsheets and graphs to show data about Rome
- Creating a database of ancient Roman gods/emperors.

### Understanding physical development, health and well-being

- Examining how and why Roman soldiers trained.
- Creating games and exercises suitable for Roman soldier training to build up strength and endurance.
- Playing 'Harpastum' based on rules discovered by historians.

### Scientific and technological understanding

- Working with fabric to design and make a Roman purse.
- Looking at the design of Roman shields and how colour, pattern and shapes have been used.
- Designing and making a Roman shield.
- Evaluating finished products by identify areas of strength and weakness.