



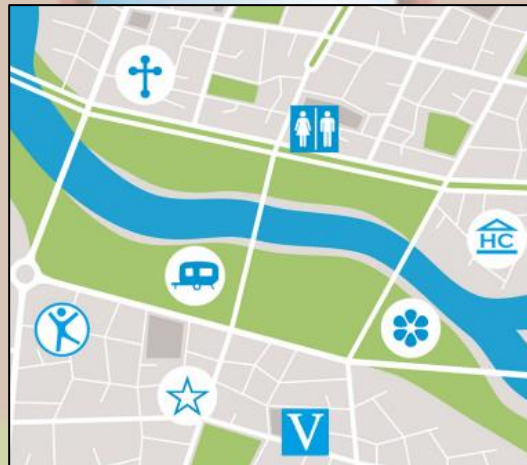
This way or that way? Where should we go? Up to the local shops or down to the playing fields? Let's learn about our local community, looking at houses old and new and finding out how our streets have changed since our mums and dads were young. Perhaps your granny or grandpa went to your school or maybe they worked in the baker's shop? Make maps and plans of the streets around us, planning our routes. What can you see? What can we find? Whereabouts do you live? Do you know your address? Ready to roll, Street Detectives? Get your clipboards and cameras — it's time to start investigating.

Help your child prepare for their topic!

Become street detectives and explore your local community. Why not visit a local museum to see what the local area was like in days gone by? You could also look up at the roofs of local buildings to spot interesting carvings and chimney shapes. Alternatively, read the book 'A Street Through Time' by Steve Noon together to see how one street has changed over thousands of years.

Maps

A map is a picture or drawing that shows the location of human and physical features. Maps often include symbols, instead of words, to show important features. These can be pictures or letters. A key explains what the map symbols mean.



A settlement

A settlement is a place where people live and work. Settlements have some common features, such as housing and industries, but can also be very different. A settlement will have some human features and some physical features.

Did you know!

The first supermarket in the UK opened in 1951.

High-rise flats were popular in the 1960s, and were used to house as many families as possible without using too much valuable land.



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| Geography | Fieldwork can help to answer questions about the local environment and can include observing or measuring, identifying or classifying and recording. It includes going out in the environment to look, ask questions, take photographs, take measurements and collect samples. |
| | Data is information that can be collected and used to answer a geographical question. It can be recorded in different ways, including tables, charts and pictograms. |
| | An environment or place can change over time due to a geographical process, such as erosion, or human activity, such as housebuilding. |
| | An aerial photograph can be vertical (an image taken directly from above) or oblique (an image taken from above and to the side). |
| | A map is a picture or drawing of an area of land or sea that can show human and physical features. Maps use symbols and a key. A key is the information needed to read a map and a symbol is a picture or icon used to show a geographical feature. |
| History | Human features are man-made and include castles, towers, schools, hospitals, bridges, shops, tunnels, monuments, airports and roads. People use human features in different ways. For example, an airport can be used for work or leisure and a harbour can be used for industry or travel. |
| | Life has changed over time due to changes in technology, inventions, society, use of materials, land use and new ideas about how things should be done. |
| | Important events in the school's history could include the opening of the school, the arrival of new teachers, special visitors and significant changes to buildings. |
| Art | Commemorative buildings, monuments, newspapers and photographs tell us about significant people, events and places in our local community's history. |
| | Similarities and differences between two pieces of art include the materials used, the subject matter and the use of colour, shape and line. |
| Science | Common themes in art include landscapes, portraiture, animals, streets and buildings, gardens, the sea, myths, legends, stories and historical events. |
| | A material's physical properties make it suitable for particular purposes, such as glass for windows and brick for building walls. Many materials are used for more than one purpose, such as metal for cutlery and cars. |
| | Simple equipment is used to take measurements and observations. Examples include timers, hand lenses, metre sticks and trundle wheels. |
| DT | A habitat is a place where a living thing lives. A microhabitat is a very small habitat. |
| | Plants need water, light and a suitable temperature to grow and stay healthy. Without any one of these things, they will die. |
| | Properties of components and materials determine how they can and cannot be used. For example, plastic is shiny and strong but it can be difficult to paint. |
| MFL | Some ingredients need to be prepared before they can be cooked or eaten. There are many ways to prepare ingredients: peeling skins using a vegetable peeler, such as potato skins; grating hard ingredients, such as cheese or chocolate; chopping vegetables, such as onions and peppers and slicing foods, such as bread and apples. Prepare ingredients by peeling, grating, chopping and slicing. |
| | Ideas can be communicated in a variety of ways, including written work, drawings and diagrams, modelling, speaking and using information and communication technology. |
| PSHE | French vocabulary including writing words and phrases |
| IT | Relationships- Making friends, feeling lonely and getting help. Managing secrets, resisting pressure and recognising hurtful behaviour. Playing and working co-operatively. |
| PE | Digital Programmer: Programming |
| | Groovy Gymnastics: Improve the ability to choose appropriate actions when creating a sequence of gymnastic movements to music. |