



Fairfields
PRIMARY SCHOOL

My learning journey through: Have towns always been the same?



This way or that? 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 over time.

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? Get your clipboards and cameras...it's time to start investigating.

Year 2 - Autumn Term 1

Key Vocabulary

community	A group of people living in the same area.
feature	An interesting or important part of something.
industry	An organisation that sells something or helps us do something.
key	A key shows what the symbols on a map mean.
litter	Things that have been thrown away onto the ground.
material	Anything that is used to build or make something else.
route	A set of directions that can be used to get from one place to another.
property	A quality of a substance or material that helps us decide how it can be used.
settlement	A place where people live and work.
symbol	A shape, sign or object that represents something else, such as a cross being used to represent a church.

Knowledge that will help me on my journey:

A community can change over time. How people shop is one way a community might have changed. In the past, people shopped at smaller shops like the examples below. Now, most people do their shopping at supermarkets or online.

Grocer's

Foods like butter, cheese and eggs were bought from the grocer's shop. Customers were served by a grocer.



Bakery

Bread and cakes were bought from the bakery. They were baked fresh every day at the back of the shop.



Sweet shop

Sweets were bought from the sweet shop. They were kept in jars behind the counter and weighed out using scales.



Butcher's

Meat was bought from the butcher's shop. The butcher would cut the meat so that the customer could get the



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.



Key

	abbey		public toilet
	caravan site		sports centre
	gardens		tourist feature
	heritage centre		visitor centre

Physical features form naturally.



river



woodland



hills



beach

Human features are man-made.



church



bus shelter



train station



park

Geography Knowledge	Date
The characteristics of countries include their size, landscape, capital city, language, currency and key landmarks. England is the biggest country in the United Kingdom.	
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.	
A physical feature is one that forms naturally, and can change over time due to weather and other forces.	
The local environment can be improved by picking up litter, planting flowers and improving amenities.	
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	
Industries are businesses that make things, sell things and help people live their everyday lives. Land can be used for recreational, transport, agricultural, residential and commercial purposes, or a mixture of these	
An aerial photograph can be vertical (an image taken directly from above) or oblique (an image taken from above and to the side).	
Data can be recorded in different ways, including tables, charts and pictograms.	
Fieldwork can help to answer questions about the local environment and can include observing or measuring, identifying or classifying and recording.	
Materials found in the environment can be natural (rock, stone, water, sand, soil, water and clay) and man-made (brick, glass, plastic and concrete). Natural and man-made materials are used to make human features.	
An environment or place can change over time due to a geographical process, such as erosion, or human activity, such as housebuilding.	
History Knowledge	Date
Aspects of everyday life from the past, such as houses, jobs, shops, objects, transport and entertainment, may be similar or different to those used and enjoyed by people today.	
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.	
Commemorative buildings, monuments, newspapers and photographs tell us about significant people, events and places in our local community's history.	
Artefacts are objects and things made by people rather than natural objects. They provide evidence about the past. Examples include coins, buildings, written texts or ruins.	
Science Knowledge	
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.	
Some objects and materials can be changed by squashing, bending, twisting, stretching, heating, cooling, mixing and being left to decay.	

Design Technology Knowledge	Date
Communicate ideas in a variety of ways: drawings, diagrams, written work, modelling, speaking and using ICT. Computer aided design helps to identify and solve problems before the product is made . Labels can be added for clarity.	
Different tools have characteristics that make them suitable for specific purposes e.g. scissors are used for cutting because they have sharp little blades .	
Properties of components and materials determine how they can and cannot be used e.g. plastic is strong and shiny but can be difficult to paint.	
Products can be compared by looking at the particular characteristics of each and deciding which is better suited to the purpose . Products can be improved in different ways such as making them easier to use, more hardwearing or more attractive.	
Computing Knowledge	Date
Computers' behaviour can be predicted, and the outcome tested by following the steps of an algorithm and recognising that the computer will follow instructions precisely.	
Computers' behaviour can be predicted and the outcome tested by following the steps of an algorithm and recognising that the computer will follow instructions precisely. Robots can be programmed to follow a series of instructions, using an algorithm.	
Hardware, such as cameras, scanners and data loggers, can be used to collect data.	
PSHE/SMSC Knowledge	Date
Can identify own hopes and fears for the year ahead.	
Understand the rights and responsibilities of class members- to feel safe, to feel valued, to be able to express an opinion.	
Know about rewards and consequences and that these stem from choices.	
Know that it is important to listen to other people.	
Understand that their own views are valuable.	
Know that positive choices impact positively on self-learning and the learning of others.	

