

Topic Web

A few ideas to show how a visit to Wimborne Model Town can be used as a starter or reinforcement for a 1950s topic.



English and Maths

Write a recount of Wimborne visit.

Create a class history book about the 1950s.

Write a diary entry about;

- Everyday life in the 1950s.
- School life in the 1950s

Listen and respond to discussions about 1950s life.

- Compose questions to ask parents, grandparents and great-grandparents about day-to-day life when they were a child.
- Interview a great-grandparent, grandparent and parent in class about domestic activities when they were children, and the roles different members of their families had

Role play a school day (or morning) as it would have been in the 1950s

Write a simple 'news' entry related to important events and people in role as a 1950s child.

Create stories and drama using 1950s characters;

- puppets, role play, moving story books.

Maths

Use shopping in the 1950s as a context for solving problems relating to money.

Identify 2D and 3D shapes in buildings.

Discuss properties of shapes and the best way to use them in order to create own 3D model buildings and 2D pictures.

Roleplay 1950s shopping and solve problems related to weight and size;

- Measure and order from biggest to smallest by comparing, using non-standard and standard units of measurement.

Science

In Model Town gardens and local environment;

- Use spotter sheets to identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.
- Identify and describe the basic structure of a variety of common flowering plants including trees.
- Identify, name and compare environments of a variety of birds, fish amphibians and insects - Bumble Bee Lodge, pond, insect hotel, wildlife garden, school grounds etc.

History

Talk or write about the differences between things from the past and how they look now, using a range of words to talk about the passing of time

- Identify key features of day-to-day life in the 1950s
- Identify important events and people from the 1950s
- Explore toys and games and books of the 1950s - Can you find the Flowerpot Men and Thomas? Use toy and games boxes at Wimborne.
- Role Play a 1950s school day and 1950s shopping.
- Identify how shopping methods have changed since the 1950s
 - What is the same/different
 - Identify pre-decimal coins
 - Calculate cost of shopping using pounds, shillings and pence.

Know how to use time lines to order things that happened in the past and put objects in order of how old they are.

Use Wimborne timeline and resources to:

- Identify trends and clothes from photographs of people from different eras from 1950s to present day
- Order events and create own timelines.
- Identify key events and people from 1950 to present day and discuss how they have changed the way we live today e.g. World Wide Webb, Space Race, Google, mobile phones.

Geography

Simple fieldwork and observational skills;

Look at buildings and features in Wimborne Model Town, school and local area; identify human and physical features and use basic geographical vocabulary to describe them.

Use simple compass directions (North, South, East and West) and locational and directional to describe the location of features and routes on a map.

Follow a simple map of Wimborne Model Town using simple compass directions and directional vocabulary e.g. turn right into East Street, Look North what can you see etc.

Use aerial photographs, plan perspectives and symbols to identify and recognise key areas;

- Follow simple map around Wimborne Model Town and identify key features using symbols.
- Devise own map and construct key for; Wimborne Model Town, school, own model town (D&T link)

Design and Technology

Design and make;

- Moving pictures of Model town environments - shops, streets, insect hotel, pond life, wildlife area, growing plants and flowers etc.
- History book with moving parts for use by younger children and/or visitors.
- 1950s puppets - e.g. flowerpot men, Muffin the Mule. Use to create short drama pieces.

Use Wimborne kitchen garden as a starting point to;

- To Identify where food comes from and which parts of a plant are eaten.
- Understand seasonality by exploring when crops are grown and harvested.

Identify key features of different types of buildings and structures in Model Town;

- Make annotated sketches
- Look at differences in shop signs and reasons for the differences.
- Design own shop sign

Design own stable structure that is fit for a purpose;

- Insect hotel, greenhouse, watering device, bird scarer, bridges, shop with appropriate signage etc.

Design and make group model town to include previous ideas and designs.

Cross curricula follow up ideas

- 1950s School Day
Children to dress in 1950s style clothes and spend a day as 1950s school children; lessons, lunch, playtime, games etc.
- Hold a 1950s street party to celebrate event e.g. anniversary of coronation, commonwealth day, etc; bunting, menus, games etc.
- 1950s Book and TV character Day
Children dress up as characters from TV and books of the 1950s, story telling sessions, Watch with Mother TV recordings on UTube,
- Commonwealth Day
Explore countries of the 1950s and present day commonwealth, national costumes, culture, foods etc.