



Delves Lane Primary School Curriculum Unit Plan



	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5
Curiosity Question	How did settlements start and how did they get their names?	Were the places around me good places to settle?	What do the symbols on my map mean?	How are settlements connected?	What would my settlement look like?
Skill Focus	Human process	Space	Space	Space Human process	Space Human Process
Lesson Overview	<p>Retrieval: world map/ continents and oceans jigsaw.</p> <p>Explain that in the past, Romans, Anglo-Saxons and Vikings travelled from other countries and came to Britain to settle. They didn't have ready-made towns to move into. What kind of things do you think they looked for when trying to find somewhere to settle? What things would they have needed? Children to think, pair, share their ideas then write a list on the board.</p> <p>Display pictures on the slides of early settlers asking questions about where they should settle. Gather ideas from the children about how they can answer these questions, e.g. "Where can we get the materials we need to build our houses?"</p> <p>Task- children write ideas in a spider diagram to show what early settlers looked for when deciding on a place for settlement</p> <p>Tell children that many of the towns and cities we live in today stem from these early settlements. Look at the common town endings (e.g. – ham, -ing, -ly, -ton, etc.) and</p>	<p>Retrieval: revisit place name origins</p> <p>Revisit the previous learning on what early settlers needed and some of the places in the local area that have names from the origins prompt from last lesson.</p> <p>As a class, look at digital maps of the local area and zoom in on one of the places from last lesson. Think about why early settlers might have chosen this place, what is around it that makes it a good place to settle? Is it a good name for the place?</p> <p>Task</p> <p>Plenary: Watch video at: https://www.bbc.co.uk/teach/class-clips-video/geography-ks1--ks2-cities-towns-villages/zin492p And discuss settlement types.</p>	<p>Retrieval: re-watch settlement types video at: https://www.bbc.co.uk/teach/class-clips-video/geography-ks1--ks2-cities-towns-villages/zin492p</p> <p>Display map with OS symbols. How many symbols can you see on the map? What do these symbols mean?- discuss</p> <p>Share labelled map and explain that these are called ordnance survey symbols. They are used to show people what they are looking at on the map, for example, they can tell which building on the map is a museum from looking at the symbol.</p> <p>Share examples of symbols and discuss what these could represent- allow children to share ideas. Reveal answers. Share examples of abbreviations that are found on maps and discuss what these may stand for e.g. Sch represents a school. Reveal answers and discuss.</p>	<p>Retrieval: match OS map symbols to their meanings</p> <p>Think, pair, share... How are villages, towns and cities connected? Discuss the idea of roads. Look in atlases- England page- discuss the different colours of roads.</p> <p>Use slides to explain that each colour represents a different kind of road e.g. blue roads are motorways- very busy but Yellow roads are B roads which are quieter and usually only one lane.</p> <p>Explain that roads are also named to help drivers who are travelling on them understand which roads to take.</p> <p>Use atlases to locate M25, A6, B2334 and A1- what types of roads are these?</p> <p>Model using Google maps to give directions from school to the Metro Centre, zoom in on the route to see road names/ numbers</p>	<p>Retrieval: re-watch settlement types video at: https://www.bbc.co.uk/teach/class-clips-video/geography-ks1--ks2-cities-towns-villages/zin492p</p> <p>Children think, pair, share... recap all learning that has taken place across the unit- children can refer to books.</p> <p>Explain that children are going to be designing their own village settlements. Discuss what our settlements will need to make them successful- scribe children's ideas.</p> <p>Share success criteria with children and model thinking and drawing of a settlement using graph paper- this can include OS symbols to revisit.</p>

	<p>explain what they mean. Can you think of any place names near here that use these endings?</p> <p>Look at maps in pairs/ groups to find places with names included in the place names prompt</p>				
High Quality Resources	<p>Teaching slides</p> <p>Place names prompt</p> <p>Local area maps</p>	<p>Teaching slides</p> <p>Place names prompts</p> <p>Ipads/ laptops for digital mapping</p> <p>https://www.bbc.co.uk/teach/class-clips-video/geography-ks1--ks2-cities-towns-villages/zin492p</p>	<p>Teaching slides</p> <p>OS map symbols matching cards</p> <p>Local area OS map</p>	<p>Teaching slides</p> <p>Atlases</p> <p>Ipads/ laptops</p>	<p>Teaching slides</p> <p>Graph paper</p>
Lesson Outcome	<p>Spider diagram with things that early settlers had to consider before settling</p> <p>A list of local place names and their origins</p>	<p>Children use digital maps- working in pairs- to locate villages/ town in the local area with origin place names. Record the name of the place, what the origin of the name is, why the place is called this and whether or not it was a good place to settle with reasons.</p>	<p>Matched OS symbols to meanings</p> <p>OS symbols labelled on a map of the local area.</p>	<p>Children will use a printed route as a prompt, digital maps and routes to give directions, using road names from School to Eldon Square in Newcastle.</p>	<p>Children will design a settlement of their own using SC as a prompt.</p>