



## Street Detectives Learning Objectives



-Week	Science	Art & Design	Computing	D&T	Geography	History
<b>Engage</b>			Organise, store, manipulate and retrieve data in a range of digital formats.	Choose appropriate materials and suggest ways of manipulating them to achieve a desired effect.	Describe and compare human and physical features seen in their local environment and other places in the world.  Use geographical vocabulary to name features of familiar and unfamiliar places.	
<b>Develop</b>	Relate a material's physical properties to its uses (e.g. describe or demonstrate how a material can be unsuitable for a given task due to its ability to be changed by squashing and bending)			Use tools safely for cutting and joining materials, components and for finishing products.	Use compass directions (North, South, East and West) to describe the location of geographical features and routes on a map.	Describe how people, places and events in their own locality have changed over time.  Describe changes in the local area during their own lifetime and that of their parents and grandparents.
<b>Develop</b>	Decide, with help, how to group materials, living things and objects, noticing changes over time and beginning to see patterns.	Explain what they like/dislike about an artwork, comparing it with other pieces of art.	Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.	Produce detailed, labelled drawings or models of products based on design criteria.	Identify and describe geographical human and physical features using an aerial photograph Draw simple maps or plans using symbols for a key.	Describe how people, places and events in their own locality have changed over time.
<b>Innovate</b>		Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.  Design purposeful, functional, appealing products for themselves and other users based on design criteria.	Use simple compass directions (North, South, East and West) and locational and directional language (e.g. near and far; left and right), to describe the location of features and routes on a map.  Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.	
<b>Express</b>		Choose appropriate materials and techniques for a given project.		Choose appropriate materials and suggest ways of manipulating them to achieve a desired effect.	Suggest ways of improving the local environment.	Describe how people, places and events in their own locality have changed over time.