

Parent information

Hop on the bus and take a trip downtown, where the lights are bright, and every street has a story to tell.

This half term, we'll visit our local town to look at important buildings. We'll photograph urban art including graffiti, murals and statues. At school, we'll write an information leaflet about our town. Using digital mapping tools, we'll identify the streets and buildings that we saw. We'll investigate cities around the world and find out how they've changed over time. We'll have questions for you about where you work or places you often visit, and we'll present the data we have collected. As part of our design work, we'll build a model urban landscape, create dramatic light effects and find out how light is used to keep people safe at night.

At the end of the ILP, we'll create a sign for our town, thinking about imaginative wording and appealing colours. We'll invite you to an installation featuring our signs, discuss where they'll be displayed and why.

Help your child prepare for their project

Take a trip to the city! Why not photograph interesting buildings and make a scrapbook? You could also research urban artists and add your favourite images to your scrapbook. Alternatively, you could visit a churchyard to go gargoyle spotting! Take photographs and try to recreate them at home using modelling materials.

Suggested text	Emil and the Detectives – Erich Kästner; The Family from One End Street – Eve Garnett; Boy - Roald Dahl
Memorable experience	Bus trip to town
Innovate challenge	Make public art
English	Leaflets; Free verse poetry; Autobiographies; Email; Signs and slogans
A&D	Photography; Graffiti art; Observational drawing
Computing	Digital maps; Programming; Audio recording; Online research
Geography	Fieldwork
History	Local history study
PSHE	Being safe; Presenting opinions
Science	Light and dark; Sources and reflectors; Shadows; Sun safety; Working scientifically
Science investigations	Why do cat's eyes glow at night? Why do shadows change? What are sunglasses for?