

London Parks Discovery Project

Curriculum grids

The curriculum grids show where the Park Explorer activities link to National Curriculum key skills in History, Geography and Design & Technology.

Where relevant, specific subject themes and QCA schemes of work have been identified. Most activities relate to local studies either in History (e.g. QCA unit 12) or Geography (e.g. QCA units 1 and 6) so these links have not been identified in the grids unless a local study is the main focus.

Many activities also have cross-curricular links and these are shown in the right hand column. If there is a downloadable worksheet for use either in school or on a field trip, it is shown with a 'W'.

History

'Park Explorer' is rich historical archive with records going back to the 17th century and earlier. Apart from the key skills (especially historical enquiry skills), the main curriculum links are through Local History, Victorian Britain and Britain since 1930.

Activity / Key skills	Chronology	Knowledge & understanding	Interpretation	Historical enquiry	Organisation & communication	Breadth of study & QCA schemes	Links
A close look through time		*		*		Victorian Britain QCA Units 2, 11, 12	
Age-old oak	*				*	Local history	
Remembering the dead				*		Britain since 1930 QCA Unit 9	RE, PSHE
Dig for victory!				*	*	Britain since 1930 QCA Unit 9	Science
De-railed!		*		*		Britain since 1930 QCA Unit 9	Science
Being remembered	*			*		Victorian Britain QCA Unit 12	RE, Art & Design, PSHE
What's happening?			*	*		Victorian Britain QCA Unit 12	
Family plots (W)				*	*		
Checking churches (W)				*	*		RE
Tree Time Travel	*						Maths
Sport in the park	*			*		Victorian Britain	PE, PSHE

						QCA Unit 12 Britain since 1930 QCA Unit 9	
Sports kit				*		Britain since 1930 QCA Unit 9	Art & Design
Celebrate!					*		
Changing landscape	*			*		Local history	
Write a postcard					*	Victorian Britain QCA Unit 12	English
Rafting			*	*		Victorian Britain QCA Unit 12	English
Music in the park				*		Victorian Britain QCA Unit 12	
Back to nature				*		Britain since 1930 QCA Unit 9	
Fair points					*	Britain since 1930 QCA Unit 9	English
Open personalities				*		Victorian Britain QCA Unit 12	English
Giving shelter				*		Local history Britain since 1930 QCA Unit 9	
Rich gifts				*		Local history	English, Art & Design
Overcrowding					*	Britain since 1930 QCA Unit 9	RE

Geography

Parks and gardens provide excellent opportunities for Geography fieldwork: they are safe and contained, and contain many examples of human geography and environmental issues. The main links here are with environmental management and changing land use.

Activity \ Key skills	Geographical enquiry	Geographical skills	Knowledge & Understanding : Places	Knowledge & Understanding : Patterns	Knowledge & Understanding : Change	Breadth of study & QCA schemes	Local studies	Links
De-railed!			*		*			
Park stuff (W)	*	*				QCA units 6 and 19	Local fieldwork	
I protest!		*			*	Environmental issue		PSHE
Grave questions	*	*	*				Local fieldwork and mapwork	
About churches (W)		*					Local fieldwork and mapwork	RE
Grid walk		* maps					Local fieldwork and mapwork	
Tree friends (Hillyfields Park)					*	Environmental management		PSHE

Past times	*	*	*				Local data collection	
Changing landscape		* maps						
Back to nature		* maps	*	*	*	Managing change		
Grave decisions			*		*	Managing change	Local fieldwork	
Tree friends (Wandsworth Common)					*	Environmental management		PSHE
Industrial parks			*	*	*	Managing change		English

Design & Technology

Parks and gardens are designed spaces for use by people and as such are a good place to study Design and Technology. Their main value will be in introducing design ideas for development in class. There are also many examples of the interesting use of materials for designers, including iron, wood and even plants. Small scale publicly accessible structures such as bandstands, shelters and playground installations offer further inspiration for school work.

Activity \ Key skills	Planning	Working	Evaluating	Knowledge & Understanding: materials	Breadth of study & QCA schemes	Links
Remembering the dead	*					RE, PSHE
Entrancing entrances	*			*		Art & design
Planting pattern puzzlers	*			*		
Sports kit	*			*		Art & design
Games and hobbies (W)	*				QCA Unit 1b	
Enter the park (Jubilee & Central Parks)	*			*		Art & design
Enter the park (Trent Park)	*			*		Art & design
Grand plans	*					Art & design
Music in the park	*				QCA Unit 6a	
Playgrounds	*				QCA Unit 1b	
Buildings and structures	*				QCA Unit 6a	
Fair points	*				QCA Unit 6c	
Making it	*			*		Art & design

Other subjects

While many activities are included in more than one grid for **cross-curricular** work, some only appear in this grid. In particular, there are opportunities for **Art**, through symbolic and commemorative works such as entrances, memorials and public sculpture. There is also scope for **PSHE** activities linked to issues of the ownership and management of public amenities. Parks and gardens can be places where we can contemplate, so **RE** links are also included here. **ICT** is obviously central to any work done with a website; the links noted here relate to specific ICT skills such as data management, combining graphics and text and the use of design software. See below for further ideas.

Activity Key skills	Science	English	Mathematics	Art & Design	ICT	PSHE	Other (RE, PE, MFL, Music)
A close look through time					*		
Age-old oak	* Life processes	*					
Remembering the dead				*		*	RE
De-railed!	* Materials						
Entrancing entrances				*			
Planting pattern puzzlers			*	*	*		
Being remembered (W)				*		*	RE
What's happening?		*					
I protest!						*	
Checking churches (W)							RE (QCA Units 2d)

							and 6e)
About churches (W)							RE (QCA Units 2d and 6e)
Animal attractions		*				* (QCA Unit 03)	
Wildlife in our park	* Sc1f, Sc2/5b, QCA 4b				* Datalogging		
Tree Time Travel (W)			* Ma4 Data				
Tremendous trees (W)	*	*					RE (Awe and wonder)
Sport in the park						*	PE
Sports kit				* (QCA unit 6b)			PE
Celebrate!		*			*		
Games and hobbies (W)		*					
Tree friends (Hillyfields Park)						*	
Read and remember (Charlton)		*					
Grand plans				*			
Write a postcard		*					
Rafting		*					
Tombs and poetry		*					RE
Opening the park		*				* (QCA Unit 3a)	

Music in the park							Music (NC 5e)
Playgrounds						QCA Unit 06 NC 2 (active rôle as citizen)	
Disappearing ponds	* Sc1f, Sc2/5b, QCA 4b						
Animal farm	* Sc2/5a					* (QCA Unit 03)	
Grave decisions						*	RE
Open personalities		*					
Rich gifts		*		QCA Unit 3c			
Read and remember (Leader's Gardens)		*					
Duels and disputes						*	
Overcrowding							RE burial customs
Making it				QCA Unit 3c			
Tree friends (Wandsworth Common)						*	
Industrial parks		*					

ICT activities

Many of the activities on the Park Explorer website lend themselves to ICT work. At the simplest level these include on-screen manipulation through typing, drop-down menus, drag and drop or mouse rollovers. There are also opportunities for deeper ICT activities through email and uploading (see **Meet in the Park**). The nature of the website as a database offers extensive opportunities for children to collect and present data. Here is a possible presentation activity to try out:

PowerPoint Park show

Use PowerPoint to create a multimedia show about a London park, or a theme linking several of them.

- ◆ Start by finding and saving a collection of images from the website. If you've visited any parks, you could include digital photos or even video clips in the presentation. Save all of your images in a new folder on your computer's hard drive so you can find them all easily.
- ◆ Don't forget to note down a short text for each image – or at least a title which describes it. You could do this in a table in a Word or Excel file.
- ◆ Now plan your PowerPoint show, choosing a suitable design template.
- ◆ Give the show a title page, such as 'A trip around Enfield's parks' or 'Park People, Past and Present'.
- ◆ Now add pictures and text to the pages, using transition effects and animations to liven up the presentation. Don't forget to give each page a theme to make sense of the collection of images you have chosen.
- ◆ Finish off with a suitable picture and a punchy 'final thought' – perhaps 'You've seen the pictures, now visit the park!'
- ◆ Invite your friends to see your slide show!