



Inspire

CURRICULUM

Unit: Town Mouse - Country Mouse
Term: Spring 2
Year: 2



Unit Overview

This Unit will work best if you have a link to another school in a contrasting locality. The pupils will learn about the differences between urban and rural areas through communication with pupils from the other school. If a visit, (real or virtual) to a contrasting locality, can be arranged in one or both directions that would enable even more learning.

In the classroom pupils will build two miniature worlds representing each locality, considering the similarities and differences.

The story of the Town Mouse and Country Mouse will take pupils into the context of place being different and appreciating what they have as well as identifying with others who have a different environment.

Communicating through letters, emails, internet and photos will show the pupils how we can use modern technology to get to know new places and people. Alongside this discussion about using technology safely will give teachers the opportunity to develop these skills in pupils.

The study of habitats in science also helps pupils to learn about different environments by identifying which habitats suit different living things.



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Outdoor Learning

- The geography content involves mapping the local area.
- In science pupils investigate microhabitats outside
- Design and technology lessons include pupils visiting a local garage and doing a traffic survey
- In art pupils create close up photographs outside

National and International Links

- Using communication technology to contact and work with people who are far away

Links to the world of work

- This Unit offers world of work links to car technology and garage mechanics, research, planning, designing and making, computer and internet communications, cartography, biologists and artists

Links to learning and life skills

- Skill 4: Valuing others for their similarities and differences
- Skill 7: Speaking for myself and listening to others
- Skill 8: Talking, sharing and making decisions with others
- Skill 10: Creating new ideas and solutions



Summaries

Town Mouse - Country Mouse

Design Technology

- Design and make a vehicle for the Town and Country mice which will travel down a slope.
- Visit a local garage or car show room, mechanic talk to the children about features of vehicles, do a traffic survey.

English

- Listen to, reading, discuss and express views about, about country, village, town and city life from a range of texts, some at a level beyond that at which they can read independently
- Different versions of Town Mouse Country Mouse story - including one in French
- Write letters/emails about real events/information to pupils in a contrasting school. Write letters as one mouse to another.
- Non-fiction – science research living things/habitats and write non-fiction explanation information poster about food chains/habitats

Computing

- Use directional language basic language for a floor robot- eg Bee-Bot to get to the correct habitat
- Learning about sequences of instructions, finding errors in sequences and predicting the outcomes of sequences of instructions

Art and Design

- Design 3 habitats and make images for 3D display
- Create images through photography investigate scale and the photography of Slinkachu. Relate to microhabitats.

Applied Maths

- Statistics - traffic survey
- Measures - accurate measuring to make D&T car
- Food chain times tables action game
- Position and direction, with mapping

Geography

Contrasting school link to be arranged before Unit begins

- This Unit uses the story of Town Mouse and Country Mouse to introduce thinking about the differences between town/city life and rural life
- The class will link to a school in a contrasting locality. Pupils will write to each other to find out about their differences and similarities, physical and human features - transport, communications, food, work, healthcare, schools, green spaces, leisure
- UK countries –capital cities, aerial photos/ maps/ key
- The class will build two small world layouts to compare what is the same or different. Identify that it is more complicated than the original story these days
- The Unit can conclude with Skype or equivalent party- when the children talk to their penfriend. If possible one school class can visit the other, so they can talk in person

Science

Living things and their habitats

- Look at a live fly, a dead fly and a plastic fly (flower, spider etc.) to understand what is living, dead, and things that have never been alive
- Send pupils on the Alive or Dead Hunt in school grounds Create habitats display—make Arboreal, Terrestrial and Aquatic sections
- Play the habitat matching game alongside research to answer unknown animals/habitats
- Put pictures of creatures in the correct habitat on the wall display
- Explore a microhabitat in the school grounds
- Simple food chain active game – pupils play the part of a creature or plant in the food chain and have to catch their food. The predator gets everyone eventually dies and decomposes to feed the plants again.

Music

- Describe musical elements such as pitch, tempo, duration and dynamics
- Represent environmental sounds using instruments/body percussion
- Work with others to create a soundscape



Resources

Computing

- Card, pens, glue, scissors and paper to decorate the Bee-Bot.
- Some activities designed around the examples given in the computing lesson plans.
- Space to draw a grid on the floor of a playground or classroom.
- Bee-Bots.

Art

- Coloured papers.
- Pastels, pencils, paints, felt pens.
- Photos of animals.
- Photos of sea, countryside and urban habitats.
- Display boards.
- Pictures/books of Slinkachu's art <http://www.slinkachu.com/little-people>
- Miniature toy people.

Music

- Percussion instruments.
- The British Library UK soundmap www.sounds.bl.uk/Sound-Maps/UK-Soundmap
- YouTube clips.
- Town mouse country mouse song.

English

- Class set of 'Town and Country Mouse' story at least one between two. For example: Town Mouse and Country Mouse - Read it yourself with Ladybird Level 2 Read it Yourself Hardback: 04 Jul 2013 <http://books.ladybird.co.uk/nf/Book/BookDisplay/0,,9780723272823,00.html?strSrchSql=read+it+yourself+level+2/Town+Mouse+and+Country+Mouse+-+Read+it+yourself+with+Ladybird>
- [Usborne Reading Programme/First Reading Level 4](http://www.usborne.co.uk/reading-programme/first-reading-level-4) / The Town Mouse and The Country Mouse
- A range of different versions of the story can be found at <http://www.bygosh.com/Features/082000/mouse.htm> <https://education.scholastic.co.uk/resources/119747>
- iTunes apps have many versions and games of the story for iPads
- Richard Briers reading the story on the BBC
- PowerPoint version to support inclusion available at <http://www.communication4all.co.uk/http/Traditionaltales.htm>
- French version of the story - BBC video: <http://www.tes.co.uk/teaching-resource/The-Town-Mouse-and-the-Country-Mouse-French-6172884/>
- Introduction to Aesop on BBC site http://www.bbc.co.uk/schoolradio/subjects/english/aesops_fables/33-40/town_mouse_country_mouse)
- Story sequence cards e.g. www.topicresources.com/ourshop/prod_1772388-Free-The-Town-Mouse-and-the-Country-Mouse-Story-Recount-Frame.html
- Poems about town and country life from different perspectives
- Two toy mice if possible dressed as town and country mice
- Post card template attached to Unit
- Copies of 'There was an old woman who swallowed a fly' poem/song

Geography

- Set up a link with a contrasting school before the unit.
- Simple black and white map of the UK.
- Simple black and white map of your school locality and another of the link school locality.
- Map alongside satellite image e.g. Digimap for schools <http://digimapforschools.edina.ac.uk/cosmo/home?page=login> <http://wtp2.appspot.com/wheresthepath.htm> <http://www.mapchannels.com/DualMaps.aspx#preview>
- A2/A1 size sheets of paper for group work.
- Large felt pens.
- Two large trays to create model contrasting places.
- A range of miniature toys and modelling materials to create representations of contrasting town and countryside.

Town Mouse - Country Mouse

Science

- Alive or dead cards
- Plastic spoons and small trays/pots
- Magnifying glasses
- Food chain game online: <http://www.sheppardsoftware.com/content/animals/kidscorner/games/foodchaingame.htm>
- Minibeast identification dial from: http://www.naturedetectives.org.uk/download/ideal_minibeasts_ground.htm
- identification charts Field Studies Council: <http://www.field-studies-council.org/publications/fold-out-charts.aspx> and iPhone apps <http://www.field-studies-council.org/publications/iphone-apps.aspx>
- Pictures of 1.urban park/pond/buildings 2. -countryside fields/wood with pond/stream 3.-ocean /large river
- A set of pictures of pictures of animals and plants that live in one or more of the habitats above
- Two pieces A1 or A2 paper and pens for each group
- Outdoor space to find microhabitats- old logs, bricks stones, grass edge of playground
- Digital cameras/iPads
- Plastic animals for food chain demonstration

Applied Maths

- Rulers

Design Technology

- Paper
- Card
- Reclaimed materials
- Mechanical components including wheels, axles, axle-holders
- Variety of joining components