



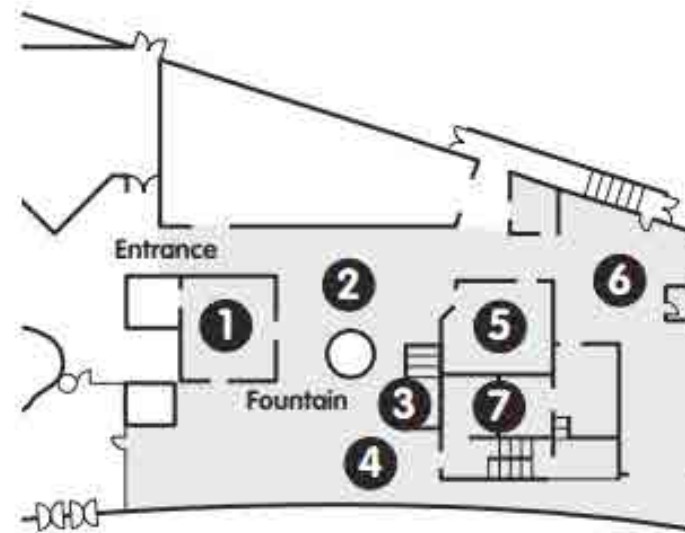
Living & Working
Together Gallery



Gallery Guide

What is our Living & Working Together gallery?

Our Living & Working Together gallery provides a wonderful opportunity for role play – a small world for small people! Children can explore the world as they become cashiers, post workers and mechanics or try out some everyday grown up tasks such as withdrawing cash from the ATM, going shopping and making lunch. The gallery has excellent links to the EYFS as well as the Maths curriculum at both KS1 and KS2.



- 1 The Bank
- 2 The Square
- 3 The Dig
- 4 Police Box
- 5 The Marks & Spencer Shop
- 6 The Garage
- 7 The House



General EYFS Links

We've highlighted the specific Early Learning Goals from the Early Years Foundation Stage linked to Living & Working Together below:

Personal, Social and Emotional Development: Making Relationships

Children play co-operatively taking turns with others. They take account of one another's ideas about how to organise an activity.

Personal, Social and Emotional Development: Self-Confidence and self-awareness

Children are confident to try new activities, and say why they like some activities more than others. They are confident to speak in a familiar group, will talk about their ideas, and will choose the resources they need for their chosen activities. They say when they do and don't need help.

Communication and Language: Understanding

Children follow instructions involving several ideas or actions. They answer 'how' and 'why' questions about their experiences and in response to stories or events.

Mathematics: Shape, Space and Measure

Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects to solve problems.

Expressive Arts and Design: Being Imaginative

They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.



Key Curriculum Links

We've highlighted the specific links from the Key Stage 1 & 2 curriculum to the Living & Working Together gallery below

Mathematics

Key Stage 1

Pupils should be taught to:

Number:

- Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.
- Read and write numbers from 1 to 20 in numerals and words.

Measurement:

- Recognise and know the value of different denominations of coins and notes.
- Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.

- Find different combinations of coins that equal the same amounts of money.

Addition and subtraction:

- Solve problems with addition and subtraction.

Key Stage 2

Pupils should be taught to:

Addition and subtraction:

- Add and subtract numbers mentally.

Measurement:

- Add and subtract amounts of money to give change, using both £ and p in practical contexts.
- Estimate, compare and calculate different measures, including money in pounds and pence.

The Bank

- Try out the cashiers' counter with a ready supply of withdrawal forms and a real cash machine and bank cards to deliver Eureka! banknotes.
- Explore the bank vault with its 2 different alarm systems. Break the combination codes to peek into the safety deposit boxes.
- Check banknotes security using ultraviolet scanner.
- Send money in a capsule to the shop and the garage.
- Sit on the million pound chair.
- What would you do with a million pounds?
- Read the information boards to find out everything you want to know about money and banking.

The Shop & The Post Office

- Use the scanner tills, trolleys and baskets and lots of food and role-play being a customer, cashier or shelf-stacker.
- Use your senses with the sensory boxes.
- Explore the 'journey to my plate' to find out where everyday food comes from.
- Put on a uniform and cap, grab a post bag and start sorting and delivering.



The Garage

- Put on an overall and become a mechanic! There's a car waiting for its MOT and another that needs its tyre changing.
- Find out how spark plugs, pistons and brakes work at the mechanics bench.
- Fill up the tank at the petrol & hydrogen pumps and put a car through the car wash.
- Climb into the big green truck and get an idea of what the world looks like from a truck drivers cab!



The House

The Hall:

- Find out where the gas and electricity meters are.
- Flick the switches to see how much electricity different things use.
- How can you save energy in the Power House?

The Kitchen:

- Use the nutrition posters on the wall to guide you in making a healthy meal.
- Use your senses at the smelly table and on the feely drawers.

- Try out your maths skills with the magnetic fruit bowl.

The Bedroom:

- Enter the world of imagination as you discover the bed of a princess.
- Explore the dream and nightmare cupboards, draw your nicest dream and worst nightmare (feed it to Baku and it won't come back!).
- Go through the wardrobe into the magical star-lit corridor.

The Bathroom

- Flush the toilet and watch the cistern fill up.
- Discover how much water it takes to have a bath and shower.
- Look behind the toilet to see where some of the things you use in the bathroom come from and some of the strange items people have used to clean their teeth.

The Attic

- Discover a mini theatre and a dressing up trunk and put on a show.

- Look at the displays of objects from the past. What do your teachers recognise?

The Balcony

- Explore alternative energy sources and water saving devices.
- What clouds can you see today?