



Where We Are In Place And Time

Central Idea: People design and build solutions to meet their wants and needs

Lines of Inquiry

- People's wants and needs change over time
- Our wants and needs inspire new inventions
- Inventions have an impact on our lives/environment

ATLs

- Research Skills
- Thinking Skills

Specified Concepts

- Change
- Causation
- Responsibility

Other Concepts

- Creation
- Transformation

Learner Profile

- Knowledgeable
- Thinker
- Communicator

Transdisciplinary Learning

(Additional learning objectives for UK students are highlighted in blue)

Language

- Respond to stories read aloud with relevant comments, questions or actions
- Discuss information conveyed by illustrations in simple picture and reference books
- [Revise or confirm predictions made based on evidence from a story](#)
- [Connect visual information with their own experiences to construct meaning](#)

Maths

- Name the number that is one more of one less than a given number to 10
- Count backwards from 10
- [Match value of objects to numeral from 1-20](#)
- [Create 2D and 3D shapes using a variety of materials](#)

Art

- Listen to music and create their own work in response
- Work individually or in groups with trust and confidence
- [Work cooperatively towards a common goal, taking an active part in a creative experience](#)

PSPE

- Use resources independently
- Be confident to try new activities, initiate ideas and speak in a familiar group
- [Adapt basic movement skills in a variety of activities](#)

Science

- Predict the direction in which an object will move when a force is applied
- [Asks questions about the natural world](#)

Social Studies

- Explain why people are important in their lives
- [Compare different important events in people's lives](#)

By the end of this unit:

Children will understand that people's wants and needs evolve over time and inspire new inventions. They will explore the significant impact of these inventions on our lives and the environment, as well as the development of cities in response to human needs. Through hands-on activities and discussions, students will develop critical thinking skills by reflecting on how inventions and urban development have transformed daily life.

How you can support your child at home:

- **Inventive Play:** Encourage your child to engage in creative play by building structures or designing inventions using everyday materials. Discuss their ideas and the problems they aim to solve.
- **City Exploration:** Take a family trip to a local city or town. Explore its history and development, discussing how it has changed over time.
- **Storytime:** Read books focused on inventions and the evolution of cities. Discuss how they have shaped communities.

低班高班單元通訊

二零二五年十月十三日至十二月五日

我們身處什麼時空

中心思想：人們設計和構建解決方案以滿足自身的需求和願望

探究線索

- 人們的需求和願望隨著時間變化
- 我們的需求和願望激發新的發明創造
- 發明對我們的生活環境產生的影響

學習方法

- 研究技能
- 思考技能

特定概念

- 變化
- 原因
- 責任

附加概念

- 創作
- 轉化

學習者培養目標特質

- 知識淵博
- 勤於思考
- 善於交流

超學科主題學習

(藍色顯示的部分為高班的學習目標)

語言

- 能聽懂複雜指示, 並作出合理回應
- 聆聽老師朗讀圖書, 初步掌握句子的結構
- 聆聽及理解語言之間的不同意思
- 能聆聽故事及兒歌並理解當中的意思

數學

- 能說出數字10以內多1或少1的數字
- 10以內口頭倒數
- 將物體的數量與數字1-20相匹配
- 使用多種材質創建平面和立體形狀

藝術

- 聆聽音樂以及創造自己的作品作出回應
- 能獨立或在群體中有自信和予以信任地工作
- 為實現共同目標合作, 積極參與創造性的體驗

體育、社交和個人教育

- 獨立地使用資源
- 有信心嘗試新活動, 提出想法並在熟悉的小組中發言
- 適應各種活動的基本動作技能

科學

- 預測物體受力後會移動的方向
- 詢問有關自然界的問題

社會學

- 說明為什麼人們在生活中是重要的
- 比較人們生活中不同的重要事件

單元完結後, 我們希望:

孩子們理解人們的需求和渴望會隨時間演變, 他們將明白這些變化如何激發新的發明。他們將探索這些發明對我們生活和環境的深遠影響, 以及城市如何因應人類需求而發展。透過實作活動和討論, 培養孩子們批判性思維能力, 反思發明與城市發展如何改變了日常生活。

在家中的活動建議:

- 創意遊戲: 鼓勵孩子運用日常生活材料進行創意遊戲, 例如搭各種建構遊戲或設計發明。與他們討論這些構思以及他們想解決的問題。
- 城市探索: 安排一次家庭旅行, 前往當地的城市或小鎮。探索其歷史與發展, 並討論它是如何隨時間變化的。
- 故事時間: 閱讀以發明和城市演變為主題的書籍, 並討論這些發展如何塑造了社區。