

Museum Learning Program

Year 2 Exploring Wireless Hill

Rationale

The Year 2 Geography and Mathematics program delivered at Wireless Hill Park gives the students an opportunity to develop their understanding and application of skills within a historical and contemporary context.

The Wireless Hill Parkland surrounds contains numerous landmarks and features which lend themselves to creating a small scale map. The Exploring Wireless Hill Program allows students *to create and interpret simple picture, collect, check and classify data and create displays of data.*

Students will be given the *opportunity to interpret simple maps of familiar locations and identify the relative positions of key feature.* These concepts may be investigated within a particular historical context to facilitate an understanding of the past and to provide a focus for historical inquiries while at Wireless Hill Park.

On the day, students will collect and record data from around the parkland, then create a graph from their data. The student will explore the park and its features then create a simple picture map to reflect the layout of the area. Students will complete a worksheet identifying the symmetric of the landmarks, comment on direction and reflect on the changing uses of the area over time.

Links to the Australian Curriculum

Year 2 Geography and Mathematics - Mapping Wireless Hill Program is directly linked to the Australian Curriculum:

Mathematics – Year 2
Measurement and Geometry - Location and Transformation
Interpret simple maps of familiar locations and identify the relative positions of key features. (ACMMG044)

**Statistics and Probability –
Data Representation and Interpretation**

Collect, check and classify data.
(ACMSP049)

Create displays of data using lists, table and picture graphs and interpret them.
(ACMSP050)

Humanities and Social Sciences Skills

Analysing:

Represent collected information and /or data in to different formats (eg tables, maps, plans).

Cross curriculum priorities

Aboriginal and Torres
Strait Islander
histories and culture

Asia, and Australia's
engagement with Asia

Sustainability

General Capabilities

Literacy

Numeracy

ICT capability

**Critical and
creative thinking**

Personal and social
capability

Ethical understanding

**Intercultural
understanding**

What needs to be done before the museum visit

The museum visit will be more powerful if students have a prior understanding direction, tallying and maps.

You might also like to familiarise them with some of the terminology used on the day.

Vocabulary list

North	East	South
West	Legend/key	Grid reference
Compass	Wireless	Direction

After your visit

After their visit to the Wireless Hill Museum the students can continue creating maps and counting objects.

Suggested activity:

- Students can conduct a series of surveys, collate the data and create a graph. Survey topics could include modes of transport taken to school, types of pets in the class.
- Ask students to create their own pirate treasure map and write a series of instructions to follow in order to find the treasure.

Focus questions:

- When would be a good time to use tallying to count things? When would not be a good situation to use tallying? What would be better method to count things?
- Why are graphs useful? Identify graphs from a range of everyday sources such as magazine articles and posters.