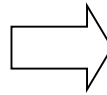Project Planning – All because of an acorn.

Edison Class

Autumn Geography

To be able to name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas.

Describe characteristics, physical and human, using key vocabulary.
Label map of the UK, including countries, capitals and seas.

To be able to name and locate the continents and oceans of the world.

Discuss what an atlas is and model how to use it. Children to work in pairs. Find continents, oceans and countries in Europe from list. To be able to name and locate the continents and oceans of the world. A3 map of the world. Colour code continents and identify the 7 oceans, using an atlas.
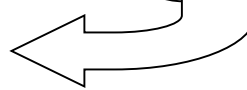
To use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.

Look at a photo of our school grounds and discuss the features. Discuss human and physical landscape.
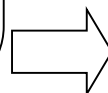
To be able to use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.

Look at an aerial photo of our school and label different parts of the grounds and develop key for the grounds. Children to work in pairs to develop a key.

To be able to identify seasonal and daily patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Pole. Look at the seasons and what kind of weather is allocated to which season.
Look at the equator and discuss how the nearer you are to it the hotter the country.
Look at the poles and temps of them.
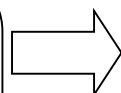
To use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map.

Look at simple maps and follow a route to school.

To use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map.

To make a simple map using a key