

## Key Stage I Geography

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	Locational Knowledge Place Knowledge		Human and Physical Geography			
Year I	<ul> <li>Know the names, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.</li> <li>Know and name a seaside town</li> <li>Know the difference between:         <ul> <li>Small area of the United Kingdom - Oldham</li> <li>Know why people would visit a seaside town</li> </ul> </li> </ul>		<ul> <li>Know seasonal and daily weather patterns in the United Kingdom</li> <li>Know the names of the four seasons, in sequence</li> <li>Know 6 features of a seaside town</li> <li>Know the human and Physical geography of a seaside town</li> <li>Know basic geographical vocabulary:         <ul> <li>key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, valley, vegetation, land, sea, ocean, season and weather.</li> <li>key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop, city, town, village.</li> </ul> </li> </ul>			
Year  2  **Know the name and locate the world's the seven continents and five oceans.  **Know the difference between:  - Small area in a contrasting non-European country.  **Know the names and locate the world's seven continents and five oceans.			in a contrasting non- n country. names and locate the world's	<ul> <li>Know the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.</li> <li>Know basic geographical vocabulary:         <ul> <li>key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, valley, vegetation, land, sea, ocean, season and weather.</li> <li>key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop, city, town, village.</li> </ul> </li> <li>Skills and Fieldwork</li> </ul>		
Wapping      Use a range of maps and globes (including picture maps) at different scales.      Use vocabulary such as bigger/smaller, near/far.      Know that maps give information about places in the world (where/what?).      Locate land and sea on maps.      Use large scale maps and aerial photos of the school and local area.      Recognise simple features on maps e.g. buildings, roads and fields.      Follow a route on a map starting with a picture map of the school.      Recognise that maps need titles.      Recognise landmarks and basic human features on			<ul> <li>Use simple fieldwork techniques such as observation and identification to study the geography of the school and its grounds as well as the key human and physical features of its surrounding environment.</li> <li>Use simple compass directions (NSEW).</li> <li>Use locational and directional language to describe feature and</li> </ul>	description.  Recognise differences between their own and others' lives.  Speak and write about, draw, observe and describe simple geographical concepts such as what they can see where.  Notice and describe patterns.  Interpret and create meaningful labels and symbols for a range of places both in and outside the classroom.	<ul> <li>Speak and write about, draw, observe and describe simple geographical concepts such as what they can see where.</li> <li>Notice and describe patterns.</li> <li>Interpret and create meaningful labels and symbols for a range of places both in and outside the classroom.</li> <li>Use basic geographical vocabulary from the PoS as well as to describe specific local geographical features</li> <li>Give and follow simple instructions to get from one</li> </ul>	Use of ICT/Technology  Use simple electronic globes/maps.  Do simple searches within specific geographic software.  Use a postcode to find a place on a digital map.  Add simple labels to a digital map.  Use the zoom facility of digital maps and understand that zooming in/out means more/less detail can be seen.  Use programmable toys or sprites to move around a course/screen following simple
<ul> <li>aerial photos.</li> <li>Know which direction is North on an OS map.</li> <li>Draw a simple map e.g. of a garden, route map, place in a story.</li> <li>Use and construct basic symbols in a map key.</li> <li>Know that symbols mean something on maps.</li> <li>Find a given OS symbol on a map with support</li> <li>Begin to realise why maps need a key.</li> <li>Look down on objects and make a plan e.g. of the classroom or playground.</li> </ul>		routes e.g. left/right, forwards and backwards.  Use aerial photos and plan perspectives to recognise landmarks and basic human and physical features.	<ul> <li>Use basic geographical vocabulary from the PoS as well as to describe specific local geographical features</li> <li>Give and follow simple instructions to get from one place to another using positional and directional language.</li> <li>Use maps and other images to talk about everyday life e.g. where we live, journey to school etc.</li> </ul>	<ul> <li>Instructions to get from one place to another using positional and directional language.</li> <li>Use maps and other images to talk about everyday life e.g. where we live, journey to school etc.</li> </ul>	The second second second	