

	Reception	Year 1	Year 2	Year 3	Year 4
Locational Knowledge	Name and locate different parts of the local community.	Name and locate local towns. Know what a continent is and that we live in Europe. Name, locate and identify the countries and capital cities of the UK.	Name, locate and identify 4 countries in UK and their basic characteristics and capital cities. Name and locate the world's seven continents and five oceans. Know where in the world the North and South Poles and Equator are. Name, locate and identify the seas surrounding the UK	Know geographical regions ofUK and their identifying human and physical characteristics, key topographical features (in hills, mountains, coasts and rivers) and land-use patterns; and understand how some of these aspects have changed over time.	Locate the world's countries, using maps to focus on Europe (inc the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries and other major cities. Identify the position and significance of Equator, N. and S.Hemisphere, Tropics of Cancer and Capricorn.
Place Knowledge	Name and locate different parts of the local community.	Observe and describe the human and physical geography of a small area of the United Kingdom. Identify the daily and seasonal weather (using appropriate vocabulary e.g. temperature, rain, wind, sunshine). Describe how weather can change during a day or what it is likely to be like at different times of the year (in my locality /	Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a non- European country.	To know what the UK capital cities and where are these located. To describe different locations of the British Isles. To know the geographical similarities and differences of regions in the UK	Understand geographical similarities and differences through studying the human and physical geography of a region in the United Kingdom and region in a European country.



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Human and Physical Geography	Use the local area for exploring both the built and the natural environment. Express their opinions on natural and built environments.	at another place I have studied). Talk about and describe my locality. Identify seasonal/daily weather patterns in the UK and the location of hot and cold areas of the world in relation to the equator and the North and South poles. Use basic Geographical vocabulary to refer to physical features of their school and its grounds and of the surrounding environment. Use cameras and audio equipment to record geographical features, changes, and differences e.g. weather, seasons, vegetation, buildings etc.	Identify seasonal/daily weather patterns in the UK and the location of hot and cold areas of the world in relation to the equator and the North and South poles. Use basic Geographical vocabulary to refer to key physical features (inc – beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season, weather) and human features (inc city, town, village, factory, farm, house, office, port, harbour, shop) of a contrasting non-European country. Use aerial photos and plan perspectives to recognise landmarks and basic human and physical features.	Describe and understand key aspects of: Physical geography including key topographical features (inc hills, mountains, coasts, rivers) and land patterns; and understand how some of these aspects have changed over time.	Describe and understand key aspects of: Physical geography including volcanoes and earthquakes, looking at plate tectonics and the ring of fire. Types of settlements in modern Britain: villages, towns, cities. Types of settlements in Viking, Saxon Britain linked to History.
Geographical Skills & Fieldwork	Comment and ask questions about aspects of their	Use maps, atlases and globes to identify the continents and	Use simple compass directions (North, East, South and West), to	Use maps, atlases, globes and digital/computer	Use maps, atlases, globes and digital/computer mapping (Google Earth) to



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familiar world such as the place where they live or the natural world. Show care and concern for living things and the environment. Find out about the environment by talking to people, examining photographs, simple maps and visiting places Have an awareness of features of the environments in the setting and immediate local area. E.g. make visits to shops and parks.	oceans studied at this key stage. Use locational and directional language (eg, near and far, left and right, N, W, S, E), Describe the location of features and routes on maps. Use photographs to recognise landmarks and basic human and physical features; devise simple picture maps. Use simple fieldwork and observational skills to study the geography of their school and its grounds as well as the key human and physical features of its surrounding environment.	describe the location of features and routes on a map. 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. Use fieldwork and observational skills to study the key human and physical features of the schools surrounding areas. To use cameras and audio equipment to record geographical features, changes, differences e.g. weather/seasons, vegetation, buildings etc.	 mapping to locate countries and describe features studied. Use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world. Use fieldwork to observe, measure and record the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies. 	locate countries and describe features studied. Learn the eight points of a compass, and four-figure grid references. Use fieldwork to observe, measure and record the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.
environments in the setting and immediate local area. E.g. make visits to shops	geography of their school and its grounds as well as the key human and physical features of its surrounding	changes, differences e.g. weather/seasons,	technologies.	



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		Notice and describe			
		patterns.			
		Interpret and create			
		meaningful labels			
		and symbols for a			
		range of places both			
		in and outside the			
		classroom.			
		Give and follow			
		simple instructions to			
		get from one place to			
		another using			
		positional and			
		directional language			
		such as near, far, left			
		and right.			
		To know what a map is		-	To find local places on an
		and that maps give	Use a range of maps and	To use maps to develop our	Ordnance Survey map
		information about places	globes (including	knowledge of the British Isles	
	Follow simple directions.	in the world.	picture maps) at different	by using maps.	To use Junior atlases and
			scales.		map sites on internet.
	Draw a map of a real or	Locate land and sea on		Begin to use junior atlases	
	imaginary place.	maps.	Use large scale maps and	and map sites on internet.	To investigate what
		inups.	aerial photos of		symbols are used on OS
	Look at signs and	Recognise that maps need	the school and local area.	To know why a key is	maps.
	symbols on different	titles.	the school and tocal area.	needed.	maps.
Mapwork	types of maps for	titles.	Use the zoom facility of		To start to explore the
Mupwork	example in school, and	Recognise simple features	digital maps and	To use/recognise atlas	human and physical
	the local community.	5	understand that zooming	symbols.	. 5
	_	on maps e.g.			features represented
	Use a simple map	buildings, roads and fields	in/out means	Begin to identify features on	on OS map.
	with symbols to		more/less detail can be seen.	aerial/oblique photographs.	
	spot features in	Know which direction is			Locate places on large scale
	the school grounds or in	North on a map.	Use programmable toys to	Begin to draw a sketch map	Maps
	the local community.		move around a course/screen	from a high viewpoint.	
	the total continuantly.	Draw a simple map e.g. of	following simple directional	Jiont a high viewpont.	To sketch map from a high
		a garden, route	instructions.	To start to use standard	view point with key and
		map, place in a story.		To start to use startaura	symbol.
	1	map, prace in a story.	l	1	Symboli



	symbols.	
Follow a route on a map starting with a picture map of the school.		To identify features on aerial photographs.
Use and construct basic symbols in a map key.		
Begin to realise why maps need a key		
Look down on objects and make a plan e.g. of the classroom or playground.		
To know the 4 points on a compass		