

## **Geography Overview**

Year Group	Topic	National Curriculum/EYFS Statement
EYFS	All About Me Creatures Great and Small Under the Sea	Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps;
	Around the World Fairy Tales	<ul> <li>Explain some similarities and differences between life in this country and life in other countries, drawing on knowledge from stories, non-fiction texts and – when appropriate – maps.</li> </ul>
	Under the Sea Creatures Great and Small	Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class;
1	Bright Lights and Big Cities Dinosaur Planet	<ul> <li>Locational knowledge</li> <li>name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas</li> </ul>
	Bright Lights and Big Cities (Comparing London and Zambia)	<ul> <li>Place knowledge</li> <li>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 contrasting non-European country</li> </ul>
	Bright Lights and Big Cities Moon Zoom	<ul> <li>Geographical skills and fieldwork</li> <li>use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage</li> <li>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</li> <li>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</li> </ul>

	Rio di Vida	<ul> <li>Human and physical geography</li> <li>use basic geographical vocabulary to refer to:         key human features, including: city, town, village, factory, farm, house, office,         port, harbour and shop</li> </ul>
2	Beachcombers	<ul> <li>Human and physical geography</li> <li>use basic geographical vocabulary to refer to:         key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather</li> </ul>
	Beachcombers Land Ahoy! Street Detectives Towers, Tunnels and Turrets Wriggle and Crawl	<ul> <li>Geographical skills and fieldwork</li> <li>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.</li> <li>use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage 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</li> <li>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</li> </ul>
	Land Ahoy!	Locational knowledge     name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas     name and locate the world's seven continents and five oceans
	Land Ahoy! Street Detectives Towers, Tunnels and Turrets	<ul> <li>Human and physical geography</li> <li>identify seasonal and daily weather 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 Poles</li> <li>use basic geographical vocabulary to refer to:         key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop</li> </ul>
	Towers, Tunnels and Turrets	<ul> <li>Place knowledge</li> <li>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 contrasting non-European country</li> </ul>
3	Flow (Rivers) Gods and Mortals (Ancient Greece) Predator	Geographical skills and fieldwork

	Scrumdiddlyumptious! Tremors (Volcanoes and Earthquakes) Tribal Tales	<ul> <li>use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.</li> <li>Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.</li> <li>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</li> </ul>
	Flow (Rivers) Tremors (Volcanoes and Earthquakes)	Human and physical geography  • describe and understand key aspects of: human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water
	Tremors (Volcanoes and Earthquakes)	Locational knowledge     locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities
4	Blue Abys I am Warrior (Romans) Road Trip USA Traders and Raiders (Vikings)	<ul> <li>Locational knowledge</li> <li>identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night)</li> <li>locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities</li> <li>name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and landuse patterns; and understand how some of these aspects have changed over time</li> </ul>
	Blue Abys I am Warrior (Romans) Road Trip USA Traders and Raiders (Vikings)	Geographical skills and fieldwork     Use maps, atlases, globes and digital/computer 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
	I am Warrior (Romans)	Human and physical geography  describe and understand key aspects of:

		human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water
5	Beat Creator	<ul> <li>Geographical skills and fieldwork</li> <li>use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.</li> <li>use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.</li> </ul>
	Off with Her Head! (Tudors) Pharaohs (Ancient Egypt)	<ul> <li>Locational knowledge</li> <li>name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and landuse patterns; and understand how some of these aspects have changed over time</li> <li>locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities</li> </ul>
	Off with Her Head! (Tudors) Pharaohs (Ancient Egypt) Stargazers (Space)	Geographical skills and fieldwork  Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.
	Scream Machine	<ul> <li>Place Knowledge</li> <li>understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region within North or South America</li> </ul>
6	A Child's War (World War Two) Darwin's Delight (Evolution) Gallery Rebels Hola Mexico! (Mayan Civilisation)	<ul> <li>Geographical skills and fieldwork</li> <li>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</li> <li>Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.</li> </ul>
	Frozen Kingdom Hola Mexico! (Mayan Civilisation)	<ul> <li>Locational knowledge</li> <li>identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night)</li> </ul>
	Frozen Kingdom	Place Knowledge

	understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region within North or South America
Hola Mexico! (Mayan Civilisation)	<ul> <li>Human and physical geography</li> <li>describe and understand key aspects of:         human geography, including: types of settlement and land use, economic         activity including trade links, and the distribution of natural resources including         energy, food, minerals and water</li> </ul>