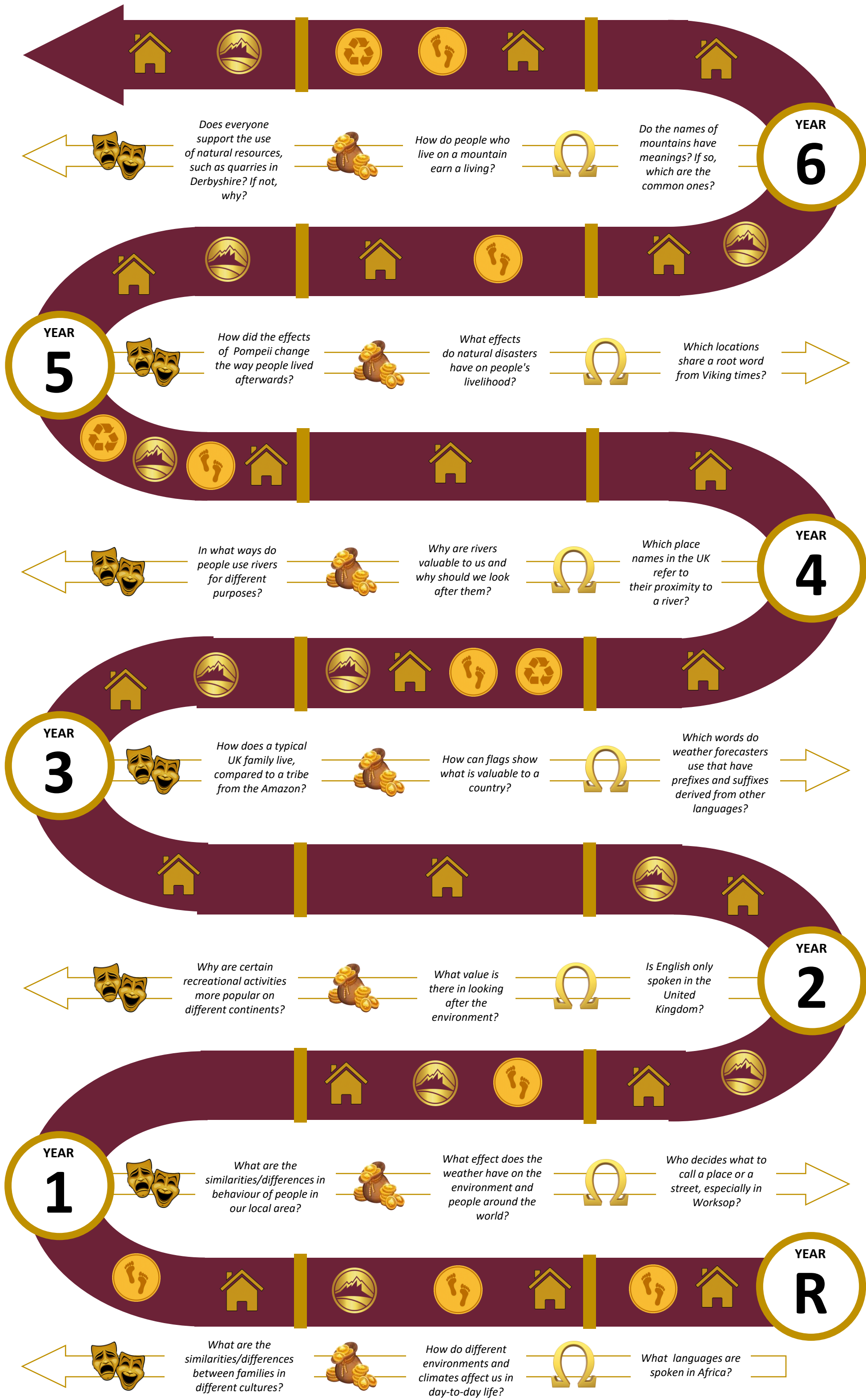




GEOGRAPHY: we aim to inspire a curiosity about the world and it's people.

“Without geography, you’re nowhere.”
— *Author unknown*



Geography Core Concepts



Place
Describe and locate places on maps and atlases, comparing their features with other places



Space
Describe human and physical features and how these factors dictate their use



Sustainability
Understand how to care for natural resources and the impact of human use



Changes and conditions
Identifying physical and human changes and conditions, including climate, weather, building and land use

Taught through the age appropriate expectations of the National Curriculum



Society and culture
Describe the interaction of groups and sub-groups of people living in a specific area and time, by studying their traditions, customs and behaviours.



Worth
Explore the significance of places and environments and the value placed upon them.



Language
Explore how words and names are derived from forms of language at different places and times

Outcomes

- **FSU-** Autumn picture, discussion about Africa, Map
- **Year 1 –** Write a recount about the places visited in Workshop.
- **Year 2 -** Write a leaflet to promote Bridlington.
- **Year 3 –** Write a weather report.
- Write a tourism leaflet about Brazil
- **Year 4 –** Write a non-chronological report about how a river is formed
- **Year 5 –** Write a fact file about the different types of volcanoes.
- **Year 6 –** Persuasive leaflet about a contrasting location- Derbyshire

Field work

- **FSU-** First hand observation of Workshop and ariel photos
- **Year 1 –** Explore Workshop Town
- **Year 2 -** Photograph old seaside buildings in Bridlington.
- **Year 3 –** Create and/or use a weather station and take readings
- **Year 4 –** Create a river profile by measuring flow, depth and width of the river Maun
- **Year 5 –** Conduct an archaeological dig and study geophysical images of archaeological sites
- **Year 6 –** Conduct research into human and physical features of Derbyshire