## Geography Year 1 Autumn 1

Marvellous Me - School grounds: key human and physical features. Leyland: small area of the United Kingdom

## **Previous learning:**

- Local walk (EYFS A1)
- Comparing Leyland to Lyme Regis (EYFS Spring 1)
- Pirate maps (EYFS Sum 2)

<ul> <li>Pirate maps (EYFS Sum 2)</li> </ul>			
Key Vocabulary	<b>Objectives</b>	Key Knowledge	
	taken from Progression Document		
Leyland	Human and physical geography	Physical features are natural. They would be here even if	
town	Describe some places and features using basic geographical	there were no humans around.	
factory	vocabulary to describe the physical and human features.		
office		Know some physical features in our local area -forest, hill	
house 	Express their views on some features of their environment e.g. what they	and soil	
soil	do or do not like.		
hill		Human features are things that have been built by	
forest shop	understand geographical similarities and differences through studying the human and physical geography of a small area of the United	people.	
silop	Kingdom (Leyland)		
		Some human features in our local area - house, park,	
	Geographical skills; Enquiry and investigation	town, office, shop.	
	Ask and answer simple geographical questions.		
	Geographical skills; Field work  Use simple fieldwork and observational skills when studying the geography of their school and its grounds and local environment	Know that symbols mean something on maps and recognise simple features on maps e.g. buildings, roads and fields.	
	Geographical skills; Interpret a range of sources and geographical		
	information		
	Use a range of sources such as simple maps, globes, atlases and images.		
	Know that symbols mean something on maps.		
	Geographical skills; Communicate Geographical information Use maps and other images to talk about everyday life e.g. where they live, journeys to school etc		

Draw, speak or write about simple geographical concepts such as what they can see where. (messy maps and chatterbox maps)	
grounds.	Extended knowledge  Know how to use a key