



## Locational knowledge

Children will be introduced to the continents and oceans of the world. They will learn about the location of the 4 countries and capital cities of the United Kingdom, as well as its surrounding seas.

## Human and physical geography

The children will have opportunities to explore seasonal and daily weather patterns in the United Kingdom. They will also identify hot and cold areas of the world by looking at countries near the Equator and the North and South Poles.



They will also learn about key geographical features such as beaches, forests, mountains, oceans and valleys as well as key human features such as cities, towns, villages, ports and harbours.

**Geography at Key Stage 1**  
*Our children start to develop knowledge about the world, the United Kingdom and our local environment.*

*Throughout the two years, their subject-specific vocabulary relating to human and physical geography will grow and they will be introduced to geographical skills such as observation to start to develop their awareness of the world around them.*

## Place knowledge



The children will have opportunities to study the geographical similarities and differences of a small area of the United Kingdom with a small area in another, contrasting non-European country.

## Geographical skills and fieldwork

The children will be given opportunities to use world maps, atlases and globes to locate the United Kingdom as well as other countries, continents and oceans. Compass directions will be learnt along with locational and directional language such as near and far, left and right to enable the children to describe the location of features and routes on a map. Computer software will be used to enable children to recognise landmarks and basic human and physical geographical features. They will then be given the experience of devising a simple map with basic symbols in a key. More practically, the children will study the geography of our school and its grounds as well as the key human and physical features of its surrounding environment.

