## Local Area: How Do We Read Maps and Plan Routes – Term 5





Local area	Develop and explore our understanding of what is meant by 'local area'. Extending our knowledge from the school setting, to its immediate locality by investigating the specific land use of the local park.		
		Key Learning/Knowledge	
		Aerial images	These show school, park
Human and	and describe key physical and human bhysical features within our environment.	Images	Geographer explain wha
physical geography		Routes	These can b photograph
Maps	Use aerial photographs, large-scale maps and journey sticks to inform our fieldwork observations. Recognise landmarks and physical features and		park. They of follow a logi
		Geographical vocabulary	Specific voc places so the
	construct basic symbols to represent them on a map that we create.	Scale and/or zoom	Maps come may need to and show de
Fieldwork	Use simple fieldwork and observational skills to study the geography of our school, and local area to form opinions about the surrounding area.	Safety	We need to
		Jaicty	and how to safe.
		Opinion	We will inve

Model

Park

Shop

parking

61 

bus stop



**Prior/Key Knowledge** 

Key Skills	
Maps	With support, use a range of maps (large scale/digital) to identify features within the immediate local area.
Symbols	Use colours and/or drawings to create symbols to show information on a map in the form of a key.





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10	wledge	Vocabulary	
	These show the main features on a map of a place such as a school, park, shop, church etc.	School grounds	All the outside spaces at our school.
	Geographers use images, words and maps to help them explain what a place is like and how they use it.	Aerial photograph	A picture of an object or place that has been taken from above.
	These can be plotted on large-scale maps and aerial photographs to show a journey e.g. from school to a local play park. They can be plotted in different ways but normally follow a logical sequence to the destination.	Мар	A two-dimensional representation of an area, showing geographical features and where they are in relation to each other.
	Specific vocabulary is used to name and describe familiar places so that we use a common language to describe ideas.	Visitor	Someone who goes to a place for a while but does not stay there permanently.
Maps come in different sizes and formats (paper/digital). We may need to use functions on a digital map to locate places and show detail. Paper maps can be printed in varying scales.		Route	A route shows the starting point and end point of a journey, sometimes with stops in between.
We need to travel safely so we give prior thought to routes and how to access places in the right way to keep ourselves safe.		Risk	The possibility that something bad or unpleasant, such as an injury, might happen.
<ul> <li>We will investigate our immediate local area to observe various geographical features. We will then discuss our ideas with our peers to form opinions about what we have found out. We will evaluate the features of a local area and explore how we can improve the area for a positive impact. We will understand that everyone has valid opinions which we need to respect.</li> <li>A 3-D representation to show how an area might be developed and improved.</li> </ul>		Play area	A space that contains equipment and features that children can use when playing.
		Fieldwork	Investigating the outdoors using geographical tools and thinking to gather information or data.
		Journey stick	A way to remember a route by collecting items on the route and fixing them to a stick.
() Fourth Langost () Fight South Control of A fight South Control of A fight Langost () Nest		Play equipment	Structures that children use for play such as swings, slides, climbing frames and sand boxes.
ſ	Cor gargy/skip	Opinion	A thought, feeling or belief held by a person or a group of people.
P	Ista of Skith	Symbol	Used to show an important landmark, place,

ken from above. two-dimensional representation of an area, lowing geographical features and where ey are in relation to each other. omeone who goes to a place for a while but bes not stay there permanently. route shows the starting point and end int of a journey, sometimes with stops in tween. ne possibility that something bad or pleasant, such as an injury, might happen. space that contains equipment and atures that children can use when playing. vestigating the outdoors using geographical ols and thinking to gather information or ita. way to remember a route by collecting ms on the route and fixing them to a stick. uctures that children use for play such as ings, slides, climbing frames and sand xes. thought, feeling or belief held by a person a group of people. Used to show an important landmark, place, Symbol feature or area of a map, diagram or drawing. Place An area, location or building.