



Geography Curriculum Progression

<p>Breadth of study Key Stage 1:</p> <ul style="list-style-type: none"> • name and locate the world's seven continents and five oceans • name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas • 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 • 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 • use basic geographical vocabulary to refer to: <ul style="list-style-type: none"> - key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather - key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop • 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 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 • 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 • 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. 		<p>Essential characteristics in our school:</p> <p>An excellent knowledge of where places are and what they are like- human and physical.</p> <p>An excellent understanding of the ways in which places are interdependent and interconnected and how much human and physical environments are interrelated.</p> <p>An extensive base of geographical knowledge and vocabulary.</p> <p>Fluency in complex, geographical enquiry and the ability to apply questioning skills and use effective analytical and presentational techniques.</p> <p>The ability to reach clear conclusions and develop a reasoned argument to explain findings.</p> <p>Significant levels of originality, imagination or creativity as shown in interpretations and representations of the subject matter.</p>
<p>Breadth of study Key Stage 2:</p> <ul style="list-style-type: none"> • 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 • 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 land-use patterns; and understand how some of these aspects have changed over time • 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) • 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 • describe and understand key aspects of: <ul style="list-style-type: none"> - physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle - 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 • 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 • 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. 		<p>Highly developed and frequently utilised fieldwork and other geographical skills and techniques.</p> <p>A passion for and commitment to the subject, and a real sense of curiosity to find out about the world and the people who live there.</p> <p>The ability to express well-balanced opinions, rooted in very good knowledge and understanding about current and contemporary issues in society and the environment.</p>
Threshold Concepts		
Investigate places	Investigate patterns	Communicate geographically
<p>This concept involves understanding the geographical location of places and their physical and human features.</p>	<p>This concept involves understanding the relationships between the physical features of places and the human activity within them, and the appreciation of how the world's natural resources are used and transported.</p>	<p>This concept involves understanding geographical representations, vocabulary and techniques.</p>



Hierarchy of Skills: Geography- Key Stage 1					
Investigate places		Investigate patterns		To communicate geographically	
Year 1	Year 2	Year 1	Year 2	Year 1	Year 2
<p>G1 – Skill -Ask and answer geographical questions using what, where, when (such as What is this place like? What or who will I see in this place? What do people do in this place?)</p> <p>(RIO DE VIDA) (BEACHCOMBERS) (STREET DETECTIVES) (BRIGHT LIGHTS, BIG CITY)</p>	<p>G1 – Skill -Ask and answer geographical questions using how and why? (such as How did this feature get here? Why do people live here?)</p> <p>(RIO DE VIDA) (BEACHCOMBERS) (STREET DETECTIVES) (BRIGHT LIGHTS, BIG CITY)</p>	<p>G8 - Skill – Identify the similarities and differences between two places.</p> <p>(SCENTED GARDEN) (RIO DE VIDA) (BEACHCOMBERS) (STREET DETECTIVES)</p>	<p>G8 - Skill – Describe and compare the human and physical similarities and differences between two UK areas.</p> <p>(SCENTED GARDEN) (RIO DE VIDA) (BEACHCOMBERS) (STREET DETECTIVES)</p>	<p>G12 -Skill – Use basic geographical vocabulary to identify and describe physical features such as beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, and vegetation.</p> <p>(BEACHCOMBERS) (BRIGHT LIGHTS BIG CITY) (LAND AHOY) (MOON ZOOM) (PAWS, CLAWS AND WHISKERS)</p>	<p>G12 - Skill – Describe the size, location and position of a physical feature, such as a beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley and vegetation</p> <p>(BEACHCOMBERS) (BRIGHT LIGHTS BIG CITY) (LAND AHOY) (MOON ZOOM) (PAWS, CLAWS AND WHISKERS)</p>
<p>G2 - Skill – Identify the characteristics of a settlement.</p> <p>(BEACHCOMBERS) (STREET DETECTIVES)</p>	<p>G2 - Skill – Describe the size, location and function of a local settlement.</p> <p>(BEACHCOMBERS) (STREET DETECTIVES)</p>	<p>G9 - Skill- Identify patterns in daily and seasonal weather.</p> <p>(BRIGHT LIGHTS, BIG CITY) (LAND AHOY) (SCENTED GARDEN) (RIO DE VIDA) (SPLENDID SKIES)</p>	<p>G9 - Skill – Describe simple weather patterns of hot and cold places.</p> <p>(BRIGHT LIGHTS, BIG CITY) (LAND AHOY) (SCENTED GARDEN) (RIO DE VIDA) (SPLENDID SKIES)</p>	<p>G13 - Skill – Use basic geographical vocabulary to identify and describe human features such as. city, town, village, factory, farm, house, office, port, harbour and shop</p> <p>(BRIGHT LIGHTS, BIG CITY) (RIO DE VIDA) (STREET DETECTIVES)</p>	<p>G13 - Skill – Describe the size, location and position of a human features, such as city, town, village, factory, farm, house, office, port, harbour and shop.</p> <p>(BRIGHT LIGHTS, BIG CITY) (RIO DE VIDA) (STREET DETECTIVES)</p>
<p>G3 - Skill – Read simple picture maps (World maps, atlases and globes) to locate the United Kingdom and its countries, as well as the countries being studied.</p> <p>(PAWS, CLAWS AND WHISKERS) (LAND AHOY)</p>	<p>G3 - Skill – Use a variety of maps (World maps, atlases and globes) to locate the United Kingdom and its countries, as well as the countries, continents and oceans being studied.</p> <p>(PAWS, CLAWS AND WHISKERS) (LAND AHOY)</p>	<p>G10 - Skill- Locate hot and cold areas of the world in relation to the equator.</p> <p>(BRIGHT LIGHTS, BIG CITY) (LAND AHOY) (SCENTED GARDEN) (RIO DE VIDA) (SPLENDID SKIES)</p>	<p>G10- Skill – Locate the equator and the North and South Poles on the world map or globe.</p> <p>(BRIGHT LIGHTS, BIG CITY) (LAND AHOY) (SCENTED GARDEN) (RIO DE VIDA) (SPLENDID SKIES)</p>	<p>G14 - Skill – Use simple directional and positional language to give directions and describe the location of features and discuss where things are in relation to each other.</p> <p>(LAND AHOY) (BRIGHT LIGHTS, BIG CITY) (STREET DETECTIVES)</p>	<p>G14 - Skill – Use simple compass directions to describe the location of features or a route on a map.</p> <p>(LAND AHOY) (BRIGHT LIGHTS, BIG CITY) (STREET DETECTIVES)</p>
<p>G4 – Skill – Use simple fieldwork and observational skills to study the geography of their school and its ground and identify key human and physical features of its surrounding environment.</p>	<p>G4 – Skill – Use a variety of fieldwork and observational skills to study the geography of and the key human and physical features of its surrounding environment.</p>	<p>G11 - Skill – Carry out fieldwork tasks to identify land use of the school grounds.</p> <p>(SCENTED GARDEN) (STREET DETECTIVES) (SPLENDID SKIES)</p>	<p>G11 - Skill – Make geographical observations about and discuss reasons for land use during field work activities around school based on the land use.</p> <p>(SCENTED GARDEN) (STREET DETECTIVES) (SPLENDID SKIES)</p>	<p>G15 - Skill – Draw a simple picture map using a basic key</p> <p>(LAND AHOY) (BEACHCOMBERS) (BRIGHT LIGHTS, BIG CITY) (STREET DETECTIVES)</p>	<p>G15 - Skill – Draw a range of simple maps that use symbols and a key.</p> <p>(LAND AHOY) (BEACHCOMBERS) (BRIGHT LIGHTS, BIG CITY) (STREET DETECTIVES)</p>



(SCENTED GARDEN) (BEACHCOMBERS) (STREET DETECTIVES) (BRIGHT LIGHTS, BIG CITY)	(SCENTED GARDEN) (BEACHCOMBERS) (STREET DETECTIVES) (BRIGHT LIGHTS, BIG CITY)				
G5 - Skill – Identify features and landmarks on an aerial photography or plan perspective. (MOON ZOOM) (STREET DETECTIVES) (PAWS, CLAWS AND WHISKERS) (SPLENDID SKIES) (LAND AHOY)	G5 - Skill – Study aerial photographs to describe the features and characteristics of an area of land. (MOON ZOOM) (STREET DETECTIVES) (PAWS, CLAWS AND WHISKERS) (SPLENDID SKIES) (LAND AHOY)				
G6 - Skill – Name and locate the four countries of the UK and their capital cities on a map, atlas or globe. . (BRIGHT LIGHTS, BIG CITY)	G6 - Skill – Identify characteristics of the four countries and major cities of the UK. . (BRIGHT LIGHTS, BIG CITY)				
G7 –Skill - Name and locate the world’s continents and oceans (LAND AHOY) (SCENTED GARDEN)	G7 – Skill – Name and locate seas surrounding the UK, as well as seas, the five oceans and seven continents around the world on a map or globe. (LAND AHOY) (SCENTED GARDEN)				

Hierarchy of Skills: Geography – Lower Key Stage 2					
Investigate places		Investigate patterns		To communicate geographically	
Year 3	Year 4	Year 3	Year 4	Year 3	Year 4
G1- Skill Begin to ask and initiate questions about the physical and human characteristics of a location	G1- Skill - Ask and respond to questions about the physical and human characteristics of a location	G8 - Skill – Locate significant places in relation to the Equator using longitude and latitude.	G8 - Skill – Identify the location of the Equator, longitude and latitude, Northern and Southern Hemisphere, Topics of Cancer and Capricorn on a	G10 - Skill – Identify and describe physical features including; rivers, mountains, volcanoes and earthquakes	G10 - Skill – Locate and explain physical features including; rivers, mountains, volcanoes and earthquakes



(ROCKS, RELICS AND RUMBLES) (TRADERS AND RAIDERS) (ROAD TRIP USA)	(ROCKS, RELICS AND RUMBLES) (TRADERS AND RAIDERS) (ROAD TRIP USA)	(ROCKS, RELICS AND RUMBLES) (ROAD TRIP USA)	world map and identify the characteristics of the geographical areas. (ROCKS, RELICS AND RUMBLES) (ROAD TRIP USA)	(ROCKS, RELICS AND RUMBLES) (ROAD TRIP USA) (I AM WARRIOR)	(ROCKS, RELICS AND RUMBLES) (ROAD TRIP USA) (I AM WARRIOR)
G2- Express an opinion about a place and begin to explain their thoughts (ROCKS, RELICS AND RUMBLES) (ROAD TRIP USA)	G2- Explain own views about locations, giving valid reasons. (ROCKS, RELICS AND RUMBLES) (ROAD TRIP USA)	G9 – Skill – Classify, compare and contrast different types of geographical features. (GODS AND MORTALS) (ROAD TRIP USA) (URBAN PIONEERS) (ROCKS, RELICS AND RUMBLES) (I AM WARRIOR)	G9 – Skill – Analyse evidence and draw conclusions to make connections and comparisons between locations. (GODS AND MORTALS) (ROAD TRIP USA) (URBAN PIONEERS) (ROCKS, RELICS AND RUMBLES) (I AM WARRIOR)	G11 - Skill – Identify and describe human features including types of settlement, and land use and suggest reasons for their location. GODS AND MORTALS) (ROAD TRIP USA) (TRADERS AND RAIDERS)	G11 - Skill – Locate and explain human features including types of settlement and land use and give reasons for their location. (GODS AND MORTALS) (ROAD TRIP USA) (TRADERS AND RAIDERS)
G3 - Skill – Analyse maps, atlases and globes, including digital mapping, to locate countries and describe features studied. (I AM WARRIOR) (TRADERS AND RAIDERS) (ROAD TRIP USA)	G3 - Skill – Study and draw conclusions about places and geographical features using a range of geographical resources, including maps, atlases, globes and digital mapping. (I AM WARRIOR) (TRADERS AND RAIDERS) (ROAD TRIP USA)			G12 - Skill – Use the eight points of a compass to locate a geographical places and features on a map. (PHAROAHS) (A CHILD'S WAR) (HOLA MEXICO) (FROZEN KINGDOM) (TRADERS AND RAIDERS) (I AM WARRIOR) (ROAD TRIP USA)	G12 – Skill -Use the eight points of a compass to locate and plot geographical places and features on a map. (PHAROAHS) (A CHILD'S WAR) (HOLA MEXICO) (FROZEN KINGDOM) (TRADERS AND RAIDERS) (ROAD TRIP USA) (I AM WARRIOR)
G4- Skill – Use fieldwork to observe and record the human and physical features in using a range of methods including sketch maps, plans and graphs and digital technologies. (TRIBAL TALES) (GODS AND MORTALS) (URBAN PIONEERS) (PREDATOR) (ROAD TRIP USA) (I AM WARRIOR)	G4- Skill – Use fieldwork to observe and record the human and physical features by selecting their own appropriate techniques. (TRIBAL TALES) (GODS AND MORTALS) (URBAN PIONEERS) (PREDATOR) (ROAD TRIP USA) (I AM WARRIOR)			G13 - Skill – Use letter and number coordinates to describe the location of objects and places on a simple map. (ROAD TRIP USA) (TRADERS AND RAIDERS) (ROCKS, RELICS AND RUMBLES) (I AM WARRIOR)	G13 - Skill – Use four digit references and keys to describe the location of objects and places on a map. (ROAD TRIP USA) (TRADERS AND RAIDERS) (ROCKS, RELICS AND RUMBLES) (I AM WARRIOR)
G5 - Skill – Classify and compare different types of human and physical geographical features. (PHAROAHS) (A CHILD'S WAR) (ROAD TRIP USA)	G5 - Skill –Describe, compare and contrast aspects of physical and human features (PHAROAHS) (A CHILD'S WAR) (ROAD TRIP USA)				
G6- Skill – Describe where the UK is, name and locate its four	G6- Skill – Name and locate counties and cities of the				



<p>countries, name some counties and begin to name some of the human and physical features found.</p> <p>(TRADERS AND RAIDERS) (ROCKS, RELICS AND RUMBLES)</p>	<p>United Kingdom, geographical regions and their identifying human and physical characteristics, including hills, mountains, cities, rivers, key topography features and land use patterns.</p> <p>(TRADERS AND RAIDERS) (ROCKS, RELICS AND RUMBLES)</p>				
<p>G7- Skill - Name and locate counties and identify some of their main physical and human characteristics, countries and major cities.</p> <p>(GODS AND MORTALS) (ROCKS, RELICS AND RUMBLES) (URBAN PIONEERS) (TRADERS AND RAIDERS) ROAD TRIP USA) (I AM WARRIOR)</p>	<p>G7- Skill – Describe and locate countries and identify physical and human characteristics, countries and cities.</p> <p>(GODS AND MORTALS) (ROCKS, RELICS AND RUMBLES) (URBAN PIONEERS) (TRADERS AND RAIDERS) ROAD TRIP USA) (I AM WARRIOR)</p>				

Hierarchy of Skills: Geography – Upper Key Stage 2

Investigate places		Investigate patterns		To communicate geographically	
Year 5	Year 6	Year 5	Year 6	Year 5	Year 6
<p>G1 – Ask and answer geographical questions based on lines of enquiry.</p> <p>(SOW,GROW AND FARM) (A CHILD'S WAR) (PHAROAHS)</p>	<p>G1 – Skill – Hypothesise, predict and investigate following lines of geographical enquiry.</p> <p>(SOW,GROW AND FARM) (A CHILD'S WAR) (PHAROAHS)</p>	<p>G8 - Identify the location of the Tropics of Cancer and Capricorn on a world map.</p> <p>(PHAROAHS) (TIME TRAVELLER) (HOLA MEXICO) (FROZEN KINGDOMS)</p>	<p>G8 – Identify the position and explain the significance of latitude and longitude, equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, the Arctic and Antarctic Circles, the Prime (or Greenwich) Meridian and time zones (including day and night).</p> <p>(PHAROAHS) (TIME TRAVELLER) (HOLA MEXICO) (FROZEN KINGDOMS)</p>	<p>G11 – Skill – Identify and describe some key physical features including: climate zones, biomes, vegetation belts and soil types.</p> <p>(PHAROAHS) (HOLA MEXICO) (SOW GROW AND FARM)</p>	<p>G11– Skill – Compare, contrast and explain some key physical features including: climate zones, biomes, vegetation belts and soil types.</p> <p>(PHAROAHS) (HOLA MEXICO) (SOW GROW AND FARM)</p>



<p>G2 – Skill - Collect and analyse statistics in order to draw clear conclusions about locations.</p> <p>(SOW,GROW AND FARM) (A CHILD'S WAR) (PHAROAHS)</p>	<p>G2 – Gather and summarise increasingly complex data, comparing data from different sources and suggesting reasons why the data may vary.</p> <p>(SOW,GROW AND FARM) (A CHILD'S WAR) (PHAROAHS)</p>	<p>G9 – Skill – Describe how the characteristics of a settlement have changed.</p> <p>(PHAROAHS) (SOW GROW AND FARM)</p>	<p>G9 – Skill – Present a detailed account of how industries have changed a place or landscape over time.</p> <p>(PHAROAHS) (SOW GROW AND FARM)</p>	<p>G12 – Skill – Identify and describe some key human features including: settlements, land use, economic activity including trade links and the distribution of natural resources including energy, food, minerals, and water supplies.</p> <p>(PHAROAHS) (A CHILD'S WAR) (HOLA MEXICO) (FROZEN KINGDOM)</p>	<p>G12- Skill – Compare, contrast and explain some key human features including: settlements, land use, economic activity including trade links and the distribution of natural resources including energy, food, minerals, and water supplies.</p> <p>(PHAROAHS) (A CHILD'S WAR) (HOLA MEXICO) (FROZEN KINGDOM)</p>
<p>G3- -Skill- Use a range of different geographical representations of a location (such as aerial images compared with map (atlases/sketch/globes and topological maps - as in London's Tube map) and compare their effectiveness.</p> <p>(SOW GROW AND FARM) (FROZEN KINGDOM) (HOLA MEXICO) (SCREAM MACHINE) (OFF WITH HER HEAD) (PHAROAHS) (ALCHEMY ISLAND)</p>	<p>G3- -Skill- Analyse, use and give views on the effectiveness of different geographical representations of a location (such as aerial images compared with map (atlases/sketch/globes and topological maps - as in London's Tube map)</p> <p>(SOW GROW AND FARM) (FROZEN KINGDOM) (HOLA MEXICO) (SCREAM MACHINE) (OFF WITH HER HEAD) (PHAROAHS) (ALCHEMY ISLAND)</p>	<p>G10 – Skill – Identify and describe patterns such as: land use, climate zones, population densities, height of land</p> <p>(SOW, GROW AND FARM) (A CHILD'S WAR) (HOLA MEXICO)</p>	<p>G10- Skill – Explain in detail patterns such as: land use, climate zones, population densities, height of land.</p> <p>(SOW, GROW AND FARM) (A CHILD'S WAR) (HOLA MEXICO)</p>	<p>G13: - Skill – Use compass points and grid references (four and six number) to interpret maps, including Ordnance survey maps, with accuracy.</p> <p>(SOW, GROW AND FARM) (A CHILD'S WAR) (ALCHEMY ISLAND) (OFF WITH HER HEAD) (HOLA MEXICO) (DARWIN'S DELIGHT)</p>	<p>G13 – Use line of longitude and latitude or grid references to find the position of different geographical areas and features.</p> <p>SOW, GROW AND FARM) (A CHILD'S WAR) (ALCHEMY ISLAND) (OFF WITH HER HEAD) (HOLA MEXICO) (DARWIN'S DELIGHT)</p>
<p>Q4 – Skill - Use fieldwork to observe, measure, record and present the human and physical features of an area</p> <p>(FROZEN KINGDOM (SOW GROW AND FARM)</p>	<p>Q4 – Skill - Use fieldwork to investigate the human and physical features of an area. using their own techniques (including observing, measuring, recording, presenting and evaluating)</p> <p>(FROZEN KINGDOM (SOW GROW AND FARM)</p>				
<p>G5 – Skill- Identify and describe the similarities and differences in physical and human geography in specified environments.</p> <p>(FROZEN KINGDOM) (SCREAM MACHINE) (SOW GROW AND FARM) (PHAROAHS)</p>	<p>G5 – Analyse the physical and human geographical features in specified environments</p> <p>(FROZEN KINGDOM) (SCREAM MACHINE) (SOW GROW AND FARM) (PHAROAHS)</p>				



<p>G6 – Skill – Name and describe counties, cities, geographical and key topographical features of the United Kingdom (including hills, mountains, coasts and river) and understanding how some of these aspects have changed over time</p> <p>(SOW, GROW AND FARM)</p>	<p>G6 - Locate and explain counties, cities, geographical and key topographical features of the United Kingdom (including hills, mountains, coasts and river) and understanding how some of these aspects have changed over time</p> <p>(SOW, GROW AND FARM)</p>				
<p>G7- Skill -5: Name and describe some countries and cities of the world and their identifying human and physical characteristics, including hills, mountains, river, key topographical features and land-use patterns; and understand how some of these aspects have changed over time.</p> <p>(PHAROAHS) (A CHILD'S WAR)</p>	<p>G7- Skill -5: Locate and explain some countries and cities of the world and their identifying human and physical characteristics, including hills, mountains, river, key topographical features and land-use patterns; and understand how some of these aspects have changed over time.</p> <p>(PHAROAHS) (A CHILD'S WAR)</p>				