

Progression in Geography at Wimborne Junior School

Progression in Geography ensures that an awareness of people and environments is instilled into every child in the school. Each year builds on from the last and the expectation of progression is that children build on from the previous year's objectives to ensure that the acquisition of a Geography is secure.

By the end of year 3 the average child can ...			
Locational knowledge	Place knowledge	Physical knowledge	Geographical skills and fieldwork
L1 - look at landscape (hills and mountains) by using contour maps. L2 - compare population and land use to today. (Stone Age to Iron Age) L3 - identify equator and the two tropics (Rainforest)	PL1 - identify where specific areas relating to topic are on a map	PK1 - compare climate in rainforests to here (Saving the World) PK2 - recognise types of settlement and use of land in Stone Age England (Stone Age to Iron Age) PK3 - locate specific countries and local areas on a map.	G1 - locate specific countries and local areas on a map. G2 - create survey of local area using map frame (What's on the Menu?) G3 - recognise the way in which land has been used whilst on a field trip. G4 - monitor rain fall in local area (Rainforests) G5 - know 4 main compass points (Explorers & Adventurers)
By the end of year 4 the average child can ...			
Locational knowledge	Place knowledge	Physical knowledge	Geographical skills and fieldwork
L1 - identify countries in Europe (including Russia) and then focus on main cities in France, (Vive La France)	PL1 - identify time zones. PL2 - recognise how the sun's position effects our night and day and why the seasons are different in the North and South Hemisphere (Earth and Space) PL3 - Compare population and climate etc in Portsmouth and a French City (Vive La France)	PK1 - recognise natural disasters and their causes (not flooding) (Fire and Ice)	G1 - locate Greece and surrounding countries on a European map (It's all Greek) G2 - locate France and surrounding countries on a map. (Vive La France). G3 - sketch seafront to show differences between here and there. (Vive La France) G4 - locate Viking Empire (Vikings) G5 - know 8 compass points

"Reach for the stars"

Sincerity, Teamwork, Achievement, Respect

By the end of year 5 the average child can ...			
Locational knowledge	Place knowledge	Physical knowledge	Geographical skills and fieldwork
<p>L1 - identify main cities in North America and look at physical and human characteristics (e.g. climate and population). Zoom in on Hollywood (Lights, Camera Action).</p> <p>L2 - identify rivers and coast lines in the UK. Could compare to another country but don't have to. (Water Water)</p> <p>L3 - Re-cap equator, time zones and tropics before identifying and looking at the Arctic and Antarctic Circle (Could compare to climate on Mars) (Mission to Mars)</p>	<p>PK1 - compare population and climate etc in Portsmouth and a North or South American region (Lights, Camera Action or Habitats)</p>	<p>PK1 - recognise rivers, vegetation belts, the water cycle, mountains and biomes, Consider the processes involved. (Flooding can be looked at but doesn't have to be.) (Water Water)</p> <p>PK2 - re-cap settlements looking at Anglo Saxon and Scottish Britain and introducing trade links. (Building Blocks)</p> <p>PK3 - recognise the distribution of water and minerals linking to water cycle (Water Water)</p>	<p>G1 - identify Saxon settlements on a European map. (Saxons)</p> <p>G2 - identify oceans on a world map. (Water Water)</p> <p>G3 - identify reasons for settlements in locality to water sources.</p> <p>G4 - measure water depth whilst on field trip to a local river (Water Water)</p> <p>G5 - create graph of data.</p> <p>G6 - identify American states (Lights, Camera, Action)</p> <p>G7 - re-cap compass points</p> <p>G8 - Understand 6 figure grid references.</p> <p>G9 - understand basic ordnance survey map symbols</p>
By the end of year 6 the average child can ...			
Locational knowledge	Place knowledge	Physical knowledge	Geographical skills and fieldwork
<p>L1 - using Biome maps look at key environmental features across the whole world. (Evolving World)</p> <p>L2 - re-cap all previous knowledge before looking at longitude and latitude. (Evolving World)</p>	<p>PL1 - compare population, climate and other geographical features in South American region and a region in the UK (Mayans)</p>	<p>PK1 - identify economic activity and trade links across the world and distribution of natural resources including energy and food (e.g. where does manufacture of the materials take place and why) (Material Mayhem)</p>	<p>G1 - identify countries allegiances on a world map (WWII)</p> <p>G2 - identify countries of manufacture on a world map (Material Mayhem)</p> <p>G3 - locate countries to compare climates (Evolving World)</p> <p>G4 - identify South American countries on a map (Mayans)</p> <p>G5 - use a Biome map.</p> <p>G6 - re-cap compass points, grid references and basic symbols</p> <p>G7 - understand symbols on various types of map.</p>

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