

Sedgley Park Community Primary School



Geography Policy

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Aims of teaching and learning in Geography

Geography provokes and answers questions about the natural and human worlds, using different scales of enquiry to view them from different perspectives. It develops knowledge of places and environments throughout the world, an understanding of maps and a range of investigative and problem-solving skills both inside and outside the classroom. As such it prepares pupils for adult life and employment. Geography is a focus within the curriculum for understanding and resolving issues about the environment and sustainable development. It is also an important link between the natural and social sciences. As pupils study Geography they encounter different societies and cultures. This helps them realise how nations rely on each other. It can inspire them to think about their own place in the world, their values, and their rights and responsibilities to other people and the environment.

At Sedgley Park we aim to:

Ensure effective teaching and learning in relation to the National Curriculum subject of Geography;

Enable children to develop a questioning approach to geographical enquiry based on the questions: What is this place like? Where is this place? Why is this place like it is? How is this place connected to the wider world?

Develop an awareness of the range and diversity of cultures that exist in the wider world;

Promote effective skills, and appropriate attitudes and values in children's study of geography;

Secure high standards of attainment and achievement in Geography;

Keep parents well informed and encourage them to be involved through discussions at school and in supporting Geography work away from school.

Curriculum

In order to achieve the objectives of the Geography Curriculum, the subject is taught through the Cornerstones Curriculum. Through this topic based approach, children will use other areas of the curriculum to enhance learning.

The children will also have the opportunity to study geography through educational visits and through the use of the school environment.

Learning activities are sequenced to ensure progression and children are taught through a variety of approaches. Within classes, pupils are taught individually, in groups, or as a class as appropriate, according to the learning task. There are cross-curricular links with other subjects, most particularly History, Citizenship, English and Art.

Equal opportunities/ SEND and G&T

All children, regardless of ability, race or gender, will have equality of access to the National Curriculum for Geography. Staff will work to ensure that, when the children are working together no one person dominates the activity or use of resources and that every child has their turn.

Organisation

We will follow the National Curriculum through the Cornerstones topics. The topics will be taught on a 2 year programme.

At Key Stage 1 & 2 there are 4 key elements, which are developed through the areas of study.

These elements are: -

1. Geographical enquiry and skills
2. Knowledge and understanding of places
3. Knowledge and understanding of patterns and processes
4. Knowledge and understanding of environmental change and sustainable development

Teacher will endeavour to use a range of teaching strategies to suit different learners such as; Kinaesthetic, auditory and visual.

These include:

- a) Teacher led lessons where information is provided
- b) Group work where the children discuss problems in small groups

- c) Class discussion lessons where members are encouraged to share their opinions
- d) Teacher's prepared materials
- e) The use of outside speakers with relevant experience
- f) The use of audio-visual aids in presenting material to the children, including artefacts
- g) Educational visits
- h) The use of drama workshops
- i) The use of I.C.T. resources including CD roms and the Internet

Assessment and recording

Assessment to inform future planning is recognised as a crucial aspect of good Geography teaching. In front of topic books children will have a set of targets (Appendix 2) relating to the topic. It is the teachers responsibility to highlight when the child has achieve the targets.

This information will be placed onto Classroom Monitor. Children in Years 1, 3 and 5 will show as a M for met, and T for taught and not yet achieved.

In Years 2, 4 and 6 children E for exceeding, M for Met, A for almost met and T for taught and not yet achieved.

Planning and Differentiation

The outline of the scheme of work is attached to this policy. (Cornerstones Overview Appendix 1). This serves as our long term 2 year cycle for planning. It identifies units to be studied within each year group and identifies Key Elements of the programmes of study which must be targeted during each study unit to ensure coverage of the full programme of study for History during Key Stage 1 & 2.

Children bring many different levels of experience and understanding of Geography to the classroom. Differentiated activities build on these differences and past achievements by presenting appropriate challenges alongside high yet realistic expectations.

Differentiation may be by:

1. task
2. outcome
3. support
4. resources

Some of these strategies will be more appropriate than others in different lessons. The criteria for choice should be fitness for purpose.

Progression

Progression of knowledge and understanding will be achieved through considered planning by class teachers to ensure children are appropriately challenged.

Progression of knowledge, skills and understanding will be taught through the key elements of the Geography National Curriculum.

Cornerstones Topic Overview (Appendix 1)

Key Stage/ Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 Cycle 1	Bright Lights Big City	Dinosaur Planer	Wriggle and Crawl	Memory Box	Towers, Tunnels and Turrets	Rio De Vida
KS1 Cycle 2	Super Heroes	Moon Zoom	Land Ahoy	Beach Combers	Street Detectives	Paws, Claws and Whiskers.
LKS2 Cycle 1	I am Warrior	Blue Abyss	Mighty Metals	Traders and Raiders	Tremors	Predator
LKS2 Cycle 2	Burps, Bottoms and Bile	Tribal Tales	Road Trip to the USA	Potions	Gods and Mortals	Scrumdiddlyuptious
UKS2 Cycle 1	Frozen Kingdom	Blood Heart	Hola Mexico	Tomorrows Land	Fallen Fields (Year 5 only)	Scream Machine
UKS2 Cycle 2	A Child's War	Beast Creator	Star Gazers	Alchemy Island	Fallen Fields (Year 5 only)	Pharaohs

KS1 Geography Overview

Map Making	Cycle 1	Cycle 2
Can draw around objects to make a plan.	Bright Lights Big City. Wriggle and Crawl	Moon Zoom Paws, Claws and Whiskers.
Can draw maps of real life and made up places.	Bright Lights Big City. Wriggle and Crawl	Moon Zoom
Can create keys for symbols on their map.	Bright Lights Big City. Wriggle and Crawl	Paws, Claws and Whiskers.
Enquiry and Investigation		
Can ask questions about places studied at KS1.		Street Detectives
Can collect information about her local environment. e.g. Using tally charts.	Wriggle and Crawl	Street Detectives
Can use information books to compare the similarities and differences between places studied at KS1.	Wriggle and Crawl	Street Detectives
Can use aerial photographs to identify key landmarks, and basic human and physical features of the area studied.	Memory Box Towers Tunnels and Turrets.	Moon Zoom Street Detectives
Locational Knowledge		
Can name and locate the world's seven continents and five oceans using globes, maps and atlases.	Dinosaur Planet Rio De Vida	Paws. Claws and Whiskers.
Can name and locate the four countries and capital cities of the UK.	Bright Lights Big City.	Street Detectives
Can explain geographical similarities and differences between an area of the UK and a non-European country.	Rio De Vida	Street Detectives
Human and Physical Geography		
Can identify seasonal and daily weather patterns in the UK.	Rio De Vida	Super Heroes
Can identify hot and cold areas of the world in relation to the Equator and North and South Poles.	Dinosaur Planet Rio De Vida	Moon Zoom
Can use basic geographical vocabulary to identify and describe key physical features e.g. beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather.	Dinosaur Planet	Land Ahoy Beach Combers
Can use basic geographical vocabulary identify and describe key human features e.g. city, town, village, factory, farm, house, office, port, harbour and shop.	Towers Tunnels and Turrets.	Land Ahoy
Following Directions and Maps		
They can follow directions; up, down, left, right, forwards and backwards.	Wriggle and Crawl- also through maths work and Beebots.	Street Detective
They can use a simple plan to follow a route around school.	Memory Box	Street Detective
They can follow directions on a map; North, South, East and West.	Dinosaur planet	Land Ahoy
They can draw a route showing features.	Wriggle and Crawl	

Lower KS2 Geography Target Overview

Map Making		
Can make a simple scale drawing e.g. 1 sq cm = 1 sq m	Predator	Tribal Tales
Can make a simple sketch map of the human and physical features in her local area.	Predator	Tribal Tales
Can take photographs of the local area to help them produce a simple map.	Predator	Tribal Tales
Enquiry and Investigation		
Can create a survey to explore human or physical features in the local area.	I am Warrior	Tribal Tales
Can use a range of sources to compare the similarities and differences between human and physical features of places studied at KS2.	Predator	Tribal Tales
Locational Knowledge		
Can locate world continents/countries with a focus on Europe and Russia identifying key human and physical characteristics, countries and major cities.	I am Warrior Traders and Raiders Tremors	
Can name and locate counties and cities of the UK, identifying key human and physical features and land use.	I am Warrior Traders and Raiders	God's and Mortals
Can locate the position of the Equator, Northern and Southern Hemispheres and the Arctic and Antarctic Circles.	Blue Abyss	Scrumdiddly
Human and Physical Geography		
Can understand similarities and differences in the human and physical differences with a region of the UK and the region of a European country.	I am Warrior	Road Trip God's and Mortals
Can describe and understand the workings of rivers, mountains, volcanoes and earthquakes.	Tremors	Scrumdiddly
Can describe and understand different types of settlement and land use.	Blue Abyss	Road Trip
Following Directions and Maps		
Can locate places on an OS map using a 4 figure grid reference	Traders and Raiders	Tribal Tales
Can use 4 points on a compass; North, South, East and West.	Traders and Raiders	Tribals Tales
Can follow a route on an OS map.	Traders and Raiders	Tribal Tales
Can use the key to interpret symbols and marks on an OS map for routes.	Traders and Raiders	Tribal Tales
Can read and interpret the globe as a flat map.	Blue Abyss Tremors	Scrumdiddly
Can identify and interpret relief maps.	Tremors	

Upper KS2 Geography Target Overview

Map Making	Cycle 1	Cycle 2
Can make a scale drawing using scales based around the power of 10.		Beast Creator
Can make her own simple thematic map based on her own data.		Beast Creator
Can use photographs and standard and non-standard measurements to create an accurate map of an area.		Beast Creator
Enquiry and Investigation		
Can explore and explain topical geographical issues in her places of study and understand how these issues have changed over time.	Fallen Fields	A Child's War
Can analyse the relevance of information from a range of sources and make conclusions about places studied at KS2. Scream Machine	Frozen Kingdom Scream Machine	
Locational Knowledge		
Can locate the world's continents/countries including North and South America identifying key human and physical characteristics, countries and major cities.	Hola Mexico	A Child's War Beast Creator Star Gazers
Can understand how human and physical features in places in the UK have changed over time.		A Child's War
Can locate the position of the Tropics of Cancer and Capricorn, the Greenwich Meridian and times zones.	Frozen Kingdom	
Human and Physical Geography		
Can understand similarities and differences in the human and physical differences with a region of the UK, the region of a European country and a region within North or South America.	Frozen Kingdom Hola Mexico Scream Machine	Pharaohs
Can describe and understand climate zones, biomes, vegetation belts and the water cycle.	Hola Mexico Scream Machine	Beast Creator Star Gazers Alchemy Island
Can describe and understand economic activity and the distribution of natural resources including energy, food, minerals and water.	Hola Mexico	A Child's War Alchemy Island
Following Directions and Maps		
Can locate places on an OS map using a 6 figure grid reference	Frozen Kingdom	Alchemy Island
Can use the 8 points on a compass.	Frozen Kingdom	Alchemy Island
Can follow a route on a small scale map.		Beast Creator
Can use a range of maps to plan the quickest route and find alternative routes.		Beast Creator
Can use longitude and latitude as a guide to a location on an atlas.	Frozen Kingdom	
Can use digital/computer mapping to locate places in the KS2 PoS.	Frozen Kingdom Scream Machine	Star Gazers Pharaohs
Can read the scale on contour lines on an OS map.	Frozen Kingdom	Alchemy Island