Into the Woods

Geography



Our Learning from Reception

Describe our immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps.

Our Questions

- What are the compass directions?
- What is a map?
- Why does a map have a key?
- What human and physical features can we see around our school grounds?

Key Knowledge

To know compass directions north, south, east and west.

North, south, east and west.







To know what a map A map shows where things are. It is to show where things are.



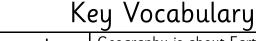
To know what a key on a map is.

A map key is a box of information at the bottom of a map. It tells you what symbols and lines on the map mean.



To know what the human and physical features of our school grounds are.

Physical features like seas, mountains and rivers are natural. They would be here even if there were no people around. Human features are things like houses, roads and bridges. They have been built by people.



geography

Geography is about Earth's land, water, air, and living things.

A compass is a tool for finding direction. A simple compass is a magnetic needle mounted on a pivot, or short pin. The needle, which can spin freely, always points north.

direction

Direction is the path that something takes

map

A map is a picture of a place, usually drawn from above.

A map key is a box of information found on a map. It contains an explanation of what the different lines and symbols on the map mean, as well as a scale for you to work out distance.

symbol A symbol is something that stands for something else.

Scale

Showing something as a different size to what it is in real life. When maps are drawn to scale things are made many times smaller than they really are.



compass



map

Misconception

You cannot find north

by just putting your

arm out straight!



map key



physical feature

A key is used on a map because maps are too small to fit lots of words on, so symbols and keys are used instead.

Misconception



school grounds



human feature