

Progression in Mapping - EYFS

Using & Interpreting - Derive information from a simple map. Use a simple plan map of the school grounds to find and / or mark in features. Follow a simple route at a local scale, using familiar landmarks. Use journey sticks or strings to create simple drawn maps.

Position & Orientation - Point to the North and South Poles on a globe. Use a compass to identify the direction of North. Use more complex directional language and confident using right' and 'left'.

Drawing - Draw and create simple maps from memory about features and a familiar environment e.g. home, classroom, the school grounds.

Symbols - Begin to use simple symbols on maps to show features and journeys. Recognise the use of symbols on maps and what they mean.

Perspective & Scale - Start to gain knowledge of their own country and its features. Zoom in to a map to find the school using a postcode. Know that you need to zoom out to see a larger area.

Digital Maps - Manipulate and annotate large scale maps, adding simple text, markers, and photographs.

4 Strands of Geography	Key Stage One		Lower Key Stage Two		Upper Key Stage Two	
	Year One	Year Two	Year Three	Year Four	Year Five	Year Six
Locational Knowledge	Locate places and physical features on maps and aerial photographs of the local area.	Locate places and physical features on maps and aerial photographs of the local area.	Defining The British Isles, Great Britain, The United Kingdom and learning which countries make up the British Isles. Locating capital cities on a map of the UK.	Locate a range of places and landmarks on Ordnance Survey maps of the UK.	Using an OS map to locate a range of human and physical features.	Name and locate counties and cities of the United Kingdom and discover how to locate specific landmarks and places through the use of grid references.
Place Knowledge	Consider the physical and human features of the local area and school grounds.	Consider the physical and human features of the local area and school grounds.	Capital cities - London, Edinburgh, Cardiff, Belfast, Dublin.	Learn about the geographical features of specific locations on maps.	Consider how the features and characteristics of place are represented on maps.	Learn about how features of places can be represented through symbols on maps in two dimensions.
Human and Physical Geography	Use basic geographical vocabulary to refer to key physical and human features of the local area.	Use basic geographical vocabulary to refer to key physical and human features of the local area.	Human - cities and their location, directions, political boundaries. Physical - mountains, rivers, seas.	Locate human and physical features on OS maps and consider the symbols for these features in the map key.	Human and physical features on OS maps. Relief on maps and on the land.	Use OS map symbols and the map key to name physical and human features.
Geographical Skills and Fieldwork	Interpret a range of sources of geographical information, including maps, diagrams, globes, aerial photographs. Communicate geographical information in a variety of ways, including through maps. Devise a simple map; and use and construct basic symbols in a key.	Interpret a range of sources of geographical information, including maps, diagrams, globes, aerial photographs. Communicate geographical information in a variety of ways, including through maps. Devise a simple map; and use and construct basic symbols in a key.	Using eight compass points to give directions. Locating places on maps.	KS2: Interpret maps and aerial photographs. Communicate geographical information through maps. Use the eight points of a compass, four and six-figure grid references, symbols and key to build their knowledge of the United Kingdom.	Contour lines.	Interpret maps and aerial photographs. Use the eight points of a compass and six-figure grid references.

MHA Geography - Map Skills Module

	Key Stage One		Lower Key Stage Two		Upper Key Stage Two	
	Year One	Year Two	Year Three	Year Four	Year Five	Year Six
Aim	To create a plan of the classroom.	To create a map of the school using symbols and a map key.	To create a map of the British Isles.	To learn why map symbols are used and to recognise the OS map symbols.	To create a 3D model using map contour lines.	To use map skills to locate a range of places on an OS map.
Key Questions	How can we find out where places are located? What is a map? What is a plan? How can give directions? How are places represented on maps and plans?	How can we find out where places are located? What is a map? What is a plan? How can give directions? How are places represented on maps and plans?	How can we use maps to develop our knowledge of the British Isles? Which countries make up the British Isles? What are their capital cities and where are these located? How can we describe the location of different parts of the British Isles?	How can we use maps to find out about the local area? What is an Ordnance Survey map? How are places, human and physical features represented on OS maps? What symbols are used on OS maps? How can we find places on OS maps?	What are the definitions of: 'human feature' and 'physical feature'? How are these represented on an Ordnance Survey map? How is land height shown on Ordnance Survey maps? What is a contour line?	How can we locate places on Ordnance Survey maps? What is a six-figure grid reference? How can we read them? How is distance represented on a map?
Main Activity	Use photos of the classroom to make a large plan on the carpet as a whole class. Children then create their own classroom plan. Introduce compass points and ask children to give simple directions. Children can add compass points to their own maps.	Children will work in small groups to take photos of different locations in the school and playground. They then give the photos to another group who find the locations and give directions. Finally, come back together and make a map of the school with their photos as key landmarks.	Using a large sized map of the British Isles, the children label the different countries and their capital cities. They then use eight compass points to describe the location of each of these cities. Children then transfer this information to their own blank maps of the British Isles.	Children find the school and their homes on OS maps. They use four figure grid references to locate places on an OS map. Children then play a game of map symbols bingo, to develop their knowledge of OS map symbols.	Children find contour lines and learn what they are used for and how they show us about relief. The main activity is to build a 3-D model from contour patterns showing particular physical landscape features.	Children learn how to use six-figure grid references to pinpoint places on a map. They find the school and their home, plus any other local places of interest. They then develop their understanding of scale and use this to find actual distances between places. Finally, children put together these two skills to carry out a Treasure Hunt.

Atlases and maps (including Digimaps) are used regularly and appropriately in lessons, as well as aerial photographs.