

Map work/ atlas

work

Fieldwork and fieldwork

techniques

#### Objectives from the Development Matters EYFS:

### 22-36 months – Understanding the World – The World

• Notices detailed features of objects in their environment.

### 30-50 Months - Understanding the World - The World

• To comment and ask questions about aspects of their familiar world, such as the place where they live or the natural world. • To talk about some of the things they have observed, such as plants, animals, natural and found objects. • To talk about why things happen and how things work. • To develop an understanding of growth, decay and changes over time. • To show care and concern for living things and the environment

## 40-60 Months - Understanding the World - The World

To look closely at similarities, differences, patterns and change.

**Enquiry** 

### ELG - Understanding the World - People and Communities

To talk about past and present events in their own lives and in the lives of family members. • To know about similarities and differences between themselves and others, and among families, communities and traditions.

### ELG - Understanding the World - The World

Geographical

language

• To know about similarities and differences in relation to places, objects, materials and living things. They talk about the features of their own immediate environment and how environments might vary from one another.

**Theme** 

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|---|---|--|---|--|-----------------|---|---|--|--|--|
| Nursery   | Reception   | Nursery  | Reception   | Nursery  | Reception       | Nursery   | Recepti   | on   | Nursery  | Reception  |
| Use<br>geographical<br>language to<br>describe<br>feature or<br>Location e.g<br>tree, sky,<br>grass, sea,<br>forest, river,<br>beach. | Use geographical language to describe feature or Location e.g house, school, shop, car park, cinema, cafe, airport, train station | Observe features in environment by pointing/looking closely  Naming simple features e.g trees, ground, wall, grass, road  I can use simple vocabulary to talk about the weather e.g cold, hot, wet, snow | Using some descriptive vocabulary to describe features e.g tall tree, long wall  Begin to compare features e.g park compared to house  I can begin to notice the difference between hot and cold seasons e.g hot, cold, |  |                 | Make<br>observations<br>about their<br>local<br>environment<br>e.g park,<br>school, home  | Begin to compare features of different environme e.g park compared house  Make observatio on local tri about who see, namir features e.cars, house, road shop | m tch  | egin to<br>nake marks<br>o represent<br>ome<br>egin to<br>nake marks<br>o represent<br>ourneys e.g in<br>ar play on<br>ar mats | Showing an interest in maps e.g look at atlases, road maps, treasure maps  Use a simple map with the Beebots  Show an interest in atlases, mat maps and Google Earth   |
|   |   |  | sunny, cloudy   |  |                 |   |   |  |  |  |
|   |   |  |   |  | hieve these     |   |   |  |  |  |
| Autun   | on 1  | A+   | mn ?  |  | sery<br>oring 1 | Spring  | , 2   | Ç  | mmer 1   | Summer 2   |
| Theme:  | 11111   | Autumn 2 Theme:  |   | Spring I<br>Theme:   |                 | Spring 2 Theme:   |   | Theme:   |  | Theme:   |
| Nursery Rhymes<br>Traditional Tales<br>All about me   |   | Pete the Cat<br>Children in need<br>Bonfire night / Diwali<br>Christmas traditions and   |   | Winter   |                 | Minbeast/new life   |   | The Crocodile who doesn't like water / Zoo Animals   |  | Pirates/Holiday<br>s   |
| Dev Matters Reference: Enjoys playing with small world models, noticing features of objects in their environment.                     |   | celebrations  Dev Matters Reference:  Can talk about some of the things they have observed. Talk about why things happen and how things work. Notices detailed features of objects in their environment. |   | Dev Matters Reference: Looking at difference, similarities and change. Show care and concern for living things and their environment |                 | Dev Matters Reference: Show care and concern for living things and their environment Make observations of animals and plants and explain why somethings occur and talk about changes. |   | Dev Matters Reference: Shows care and concern for living things and their environment Make observations of animals and plants and explain why somethings occur and talk about changes.  Talk about features of their own immediate environment and how they vary from one another. |  | Dev Matters Reference: Shows care and concern for living things and their environment Make observations of animals and plants and explain why somethings occur and talk about changes. Children talk about past and present events in their own lives and the lives of family members. |
| Skills:<br>Name and locate areas<br>around Nursery and grounds<br>and recognise features.<br>Recognise familiar features -            |   | Skills: Observe weather (then this can be on-going)  |   | Skills;<br>Recognise features in stories<br>Simple' Bear Hunt' maps and<br>weather linked to the story.                              |                 | Skills:  Recognise people work  - fire station (role play)  Use observational skills to locate people who help us in school.  |   | sea, zoo<br>maps re<br>water c   | nise places -<br>o Simple<br>ecognise<br>as blue on<br>laming and  | Skills: Recognise different places shop, café (role play) Local  |

# **EYFS Geography Progression**



| houses, park Kitchen (role play)  Vocabulary:  | Vocabulary:  | Vocabulary:   | Vocabulary:  | locating places on floor mats.   | area walk to post box/model railway and observe learn about features seen. Vocabulary:  |  |  |  |  |  |  |  |  |
|--|--|---|--|--|---|--|--|--|--|--|--|--|--|
| Rain<br>Cloudy   | Quiet<br>Noisy   | Frosty<br>Ice   | Spring<br>Growth   | Sunny<br>Seasons   | Sunny<br>Seasons  |  |  |  |  |  |  |  |  |
| Weather<br>Sunny   | Road<br>Busy   | Snow<br>Hail  | Seasons<br>Mountain  | Farm<br>Sea  | Beach<br>City   |  |  |  |  |  |  |  |  |
| Snowy  | River  | Cold  | Soil   | Rainforest   | Sea   |  |  |  |  |  |  |  |  |
| Windy<br>House   | Seasons<br>Forest  | Seasons<br>Winter   |  |  | Ocean   |  |  |  |  |  |  |  |  |
| Season<br>school   |  |   |  |  |   |  |  |  |  |  |  |  |  |
| Reception           Autumn 1         Autumn 2         Spring 1         Spring 2         Summer 1         Summer 2  |  |   |  |  |   |  |  |  |  |  |  |  |  |
| Autumn 1 Theme:  | Theme:   | Spring 1 Theme:   | Spring 2 Theme:  | Summer 1<br>Theme:   | Summer 2<br>Theme:  |  |  |  |  |  |  |  |  |
| Me Myself and I Self-portraits – similarities and differences. Growth Healthy living and eating. Nocturnal animals/ Autumn walk  | Carnival of colours Seasons Comparing hot and cold countries. Looking at where those countries are on the map. Habitats.   | Winter and warm places. Looking how the weather changes. Hailstones, hurricanes, wind.  | How does your garden grow? Look at occupations and ways of life. From farm to table. Look at different types of transport – tractors, buses and cars. Growing plants.  | Dinosaurs and mini<br>beasts<br>Understand that<br>the key to survival<br>for animals and<br>plants is their<br>environment.   | Under the sea<br>Adventures.<br>Look further<br>into habitats –<br>ocean, woods,<br>ponds.<br>What living<br>things need to<br>survive.   |  |  |  |  |  |  |  |  |
| Dev Matters Reference: Shows the interest in the lives of people who are familiar to them.Recognises and describes special times or events for family or friends. Knows some of the things that makes them unique and can talk about similarities and differences. | Dev Matters Reference: Looking at difference, similarities and change. Enjoys joining in with family customs and routines. | Dev Matters Reference: Looking at difference, similarities and change. Show care and concern for living things and their environment  | Dev Matters Reference: Show care and concern for living things and their environment Make observations of animals and plants and explain why somethings occur and talk about changes. They know about similarities and differences between themselves and others | Dev Matters Reference: for living things and their environment Make observations of animals and explain why somethings occur and talk about changes.  Talk about features of their own immediate environment and how they vary from one another. | Dev Matters Reference: for living things and their environment Make observations of animals and plants and explain why somethings occur and talk about changes. Children talk about past and present events in their own lives and the lives of family members. |  |  |  |  |  |  |  |  |
| Skills: Name, locate and recognise features and places in school/grounds. Recognise where people work in school. Simple routes and features - Directional language.  | Skills:  Recognise features of school grounds and make and use maps, Making and using simple maps of story settings        | Skills: Recognising cold lands, and simple features. Winter walk. How the weather/winter affects humans and animals. Simple maps. Directional language. Orienteering around the playground. Pretend to be explorers | Skills: Observing and recognising features. Observing spring weather.  | Skills: observing and recognising features of an airport for example and how it is used and work people do there.  | Skills: Observing the weather in summer and how the weather is different from other seasons.  |  |  |  |  |  |  |  |  |
| Vocabulary:  | Vocabulary:  | Vocabulary:   | Vocabulary:  | Vocabulary:  | Vocabulary:   |  |  |  |  |  |  |  |  |
| School   | World  | Winter  | Spring   | Branches   | Sea   |  |  |  |  |  |  |  |  |
| Planet   | Home   | Snow  | Soil   | Habitat  | Ocean   |  |  |  |  |  |  |  |  |
| Home   | India  | Antarctic   | Field  | Farm   | Мар   |  |  |  |  |  |  |  |  |
| Nature   | England  | Arctic  | Change   | Minibeast  | Discover  |  |  |  |  |  |  |  |  |
| Outdoors   | Autumn   | North   | Growth   | Growth   | Globe   |  |  |  |  |  |  |  |  |
| Human  | Field  | South   | Trees  | Seeds  |   |  |  |  |  |  |  |  |  |
|  |  | Hail  | Plants   |  |   |  |  |  |  |  |  |  |  |

Nursery Physical: weather, rainy, sunny, cloudy, windy Human: house, park, shop, nursery, road, map

Rec - Physical: cloud, rain, snow, hail, wind, storm, sun, sea, soil, spring, summer, autumn, winter Human: path, farm, office, school, sea, field