Headteacher: Mr M Grogan



St George's Central CE Primary School and Nursery

What? (Key vocab)			
Spelling	Definition		
Мар	A diagrammatic representation of an area showing physical features		
Aerial Photo	A photo taken from the air/above		
Key	Explains the meanings of symbols		
Plan view	A 2D representation of a 3D object		
Route	A way from getting from a starting point to a destination		
Location	The place where something is		
orienteer	To find your way across areas using a map.		
Grid reference	map reference indicating a location in terms of a series of vertical and horizontal grid lines		
Latitude	Imaginary lines north and south of the equator		
Longitude	Imaginary lines from East to West around the globe		

What? (Key Knowledge)				
Directions	4 key compass directions: North, South, East, West			
	More complex compass directions: North East, North West, South East and South West.			
Map	Recognise symbols on a map			
Reading	Understand that maps and aerial view pictures are not the same			
	Recognise these features on aerial photographs			
Human features	Know that a human feature, is influenced by man (Road, cities, churches) Recognise these on a map			
Physical Features	Know that a physical feature, is natural (Forest, rivers, beaches, hills) Recognise these on a map			
Directional language	To describe the physical and human features in a location or a route.			

Diagrams	and Sy	mbols	
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Possible Activities

Children to describe a route drawn on a map, using descriptive language.

Show children a map of the room, play games. Hide objects within classrooms, which are marked on a map, children take it in turns to find it. Then children hide objects and mark on the map.

Children complete orienteering courses around the school or garden.

Children play snap with aerial photos, ground pictures and maps.

Shuttle relay with symbols

Children draw their own maps and keys

The school has been mapped for orienteering activities. For more ideas and games, visit

Assessment Focus

- Change my route when needed.
- Navigate using clues/ a compass
- Follow a map in an unknown location