#### **PIRATES**

Key Question: Can you draw your own map?

# **Geography - EYFS**

**Knowledge organiser** 

Teaching focus: Map Skills

Learning Lens: Place and Location

#### **Previous Knowledge**

Children may have used maps with their family at home or have made maps in their pre-school setting.

### **Project Hook or 'Wow' memory**

Pirate Role Play Area and discovering a map to follow to find treasure

around the school	
Learning Steps	Key Knowledge (answers)
What is a map?	Look at a range of maps. Say why someone would need a map. Recognise where the places on the map are— Class-
How do you use a map?	Hold a map the correct way. Follow a map—children to go around the different areas in school to find things on the map. Talk about what they see—features outside etc Whilst following a map use positional language—up,
Positional Language/ Giving Directions	Children to give directions to a partner to guide them around objects. Children can follow directions that are given to them.
Can you draw your own map.	Children to draw their own map— using imagination or a specific place. Draw specific objects that are clear. Be able to use the map themselves
Can you use your map or your friends to find an object?	Hold a map the correct way Use the map to find an object. Use positional language to navigate around the map.
Child Initiated Activities	

## The key skills we want pupils to use during this topic:

To use basic positional language— up, down, left, right, next to etc..

To draw a simple map using imagination or knowledge of a specific place.

To ask and answer questions about places, features and environments.

Key vocabulary	
Мар	Shows you where objects/places are.
Give Directions	Tell someone where to go.
Positional Language	Up, down, left, right, next to etc
Object	Something that can be seen

#### **Final Written Outcome**

To be able to draw a simple map using imagination or a specific place.

**Alternative Outcome**: 1:1 support to draw a map. Observations of children's learning will be made throughout the unit.

