

# LGfL - Explore Geography – Curriculum Mapping

	Key Stage		AR activity	National Curriculum - Programme of Study
1	2	Locational knowledge	<b>Equator/longitude/latitude lines (KS2)</b> An interactive virtual globe displaying these features including the equator, tropics, hemispheres, time zones etc. These can be switched on and off and highlighted, unlike a physical globe or diagram.	identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day & night)
2	2	Locational knowledge	<b>Water Cycle (KS2)</b> An interactive augmented model of the cycle showing transpiration, evaporation, condensation etc. This will be interactive with some controllable variables.	physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle
3	2	Human and physical geography	<b>Plate Tectonics (KS2 &amp; 3)</b> A 'Plate Tectonics' lab allowing pupils to view and see the effects of plate movement in different physical contexts.	human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water
4	2	Geographical skills and fieldwork	<b>Contours (KS2 &amp; 3)</b> Contours will be shown emerging from flat 2d into a full 3d projection. Features will have 3D labels and pupils can extend the levels of the contours to see the effect on the grid <b>Grid References (KS2 &amp; 3)</b> An interactive grid reference solver using a map trigger to show the way they are derived.	use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied  use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world
5	3	Human and physical geography	<b>Climate Change (KS2 &amp; 3)</b> An interactive mini app is triggered, allowing pupils to see the effects of climate change to this point and then model the possible outcomes on certain elements such as temperature and sea level over time.	physical geography relating to: geological timescales and plate tectonics; rocks, weathering and soils; weather and climate, including the change in climate from the Ice Age to the present; and glaciation, hydrology and coasts
6	3	Human and physical geography	<b>Urbanisation (KS3)</b> This will trigger a mini app allowing pupils to control and view the effects of urbanisation over time with a focus on certain variables and 'tipping points'	human geography relating to: population and urbanisation; international development; economic activity in the primary, secondary, tertiary and quaternary sectors; and the use of natural resources
7	3	Human and physical geography	<b>Coriolis effect (KS3)</b> An interactive demonstration of the Coriolis effect on a 3D globe. <b>Climate Change (KS2 &amp; 3)</b> An interactive mini app is triggered, allowing pupils to see the effects of climate change to this point and then model the possible outcomes on certain elements such as temperature and sea level over time.	understand how human and physical processes interact to influence, and change landscapes, environments and the climate; and how human activity relies on effective functioning of natural systems