

Topic: Becoming a Geographer

Working Towards	Expected Standard	Reaching Greater Depth
-----------------	-------------------	------------------------

To achieve 'Expected Standard' you will be able to....	WT	ES
ES1 - Accurately locate and label the seven continents and five oceans, using correct geographical terminology and recognising their position in relation to the Equator and hemispheres.		
ES2 - Locate and describe the countries of the UK , explaining their relative position and key human and physical characteristics.		
ES3 - Identify, describe and begin to explain the distribution of major physical features on maps, using appropriate terminology such as relief, landscape and environment.		
ES4 - Describe and explain patterns in the UK population, including both human and physical factors that influence where people live.		
ES5 - Explain the differences between urban and rural areas , using evidence and examples to compare land use, population density and economic activity.		
ES6 - Explain how a range of map features are used , including symbols, keys, scale and contour lines, and apply them accurately in geographical tasks.		
ES7 - Use a wide range of OS map symbols confidently , explaining their purpose and how they support interpretation of landscapes.		
ES8 - Use and apply four-figure and six-figure grid references accurately , including locating and describing positions on OS maps.		
ES9 - Use lines of latitude and longitude to locate places globally, explaining their importance for navigation and global positioning.		
ES10 - Interpret relief on maps , including contour lines and spot heights, to explain variations in landscape and elevation .		
ES11 - Calculate distance and create accurate scaled plans , applying scale confidently and using keys appropriately.		
To achieve 'Greater Depth' you will be able to...	GD	
GD1 - Analyse geographical issues such as overcrowding, traffic congestion and pollution, explaining their causes and impacts in different places.		
GD2- Explain how human and physical landscapes interact , including how people use, modify and depend on environments.		
GD3 - Evaluate the usefulness of maps , considering different types of maps, their limitations and who uses them for specific purposes.		