## PRIMARY SPORTS GIANTS OUTDOOR LEARNING: AERIAL VIEW & GRIDS



TOPIC PROGRESSION	OUTLINE OF LESSON	KEY FOCUS POINTS
Reception	To follow basic navigational instructions within an area.	<ul> <li>E.g:</li> <li>Follow the hedge and stop at the tallest tree</li> <li>Plot basic items onto a '3D map'- e.g. marking out and plotting a house, drawing a road, placing a car on the road</li> </ul>
Year 1	To explore an area, using describing words and linking different areas together.	<ul> <li>E.g:</li> <li>Describe and lead others exploring an area</li> <li>Work together in a team to navigate a route</li> <li>Draw out a basic map highlighting key areas e.g. school field, draw the biggest tree/ goal posts/ gate entrance/ athletics track.</li> </ul>
Year 2	To use basic compass directions (N, E, S, W) and use simple directional language using landmarks.	<ul> <li>E.g:</li> <li>Follow a basic orienteering course - learn to orientate a map</li> <li>Use the Primary Sports Giants coloured cone orienteering routes</li> <li>Begin to create individual or small group trails for other students e.g. shaping sticks into arrow shapes to create a trail for others to follow.</li> </ul>

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Year 3	To use a basic map to navigate with and understand a bird's eye view.	E.g:  Orientation maps Use of landmarks to identify direction Simple compass directions N, E, S, W.
Year 4	To demonstrate drawing a simple map and understand basic scaling.	<ul> <li>E.g:</li> <li>Use of grids on maps</li> <li>Draw perimeters and place landmarks on maps</li> <li>Discuss scale and size of landmarks</li> <li>Use of Northings and Eastings on a map for direction</li> <li>Identify key landmarks on map</li> <li>Compass directions (N, NE, E, SE, S, SW, W, NW, N)</li> </ul>
Year 5	To understand and draw a basic map for others to follow.	<ul> <li>E.g:</li> <li>Draw a map with a route to follow - treasure hunt themed</li> <li>Introduction of bearings relating to compass directions 0 to 360 degrees</li> <li>Use of descriptive words for their route</li> <li>Include control points (Use triangle as Start point and 0 or X for control points)</li> <li>Create a story alongside their map</li> </ul>
Year 6	To be able to draw a map in detail and to add control points for others to complete in a race.	E.g:  Detailed map and instructions which are easy to follow  Full understanding of compass directions and be able to use simple bearing (45/90/135/180/225/270/315/160 degrees)

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	Full use and understanding of landmarks on a map

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