



# Orton Wistow Primary School – Curriculum Plan



Subject : Geography

Year : 5

Term : Autumn



## Vocabulary

Define the word and include etymology if useful.

**Settlement** - A colony that is newly established; a place or region newly settled. A community of people living together, such as a village or town.

**Settler** - Someone who settles in a new location, especially one who takes up residence in a previously uninhabited place.

**Site** - The place where anything is fixed; situation; local position.

**Shelter** - A refuge, haven or other cover or protection from something.

**Defence** - The action of defending, of protecting from attack, danger or injury.

**Agriculture** - The science of cultivating the ground, including the harvesting of crops, and the rearing and management of livestock.

**Invader** - An intruder (especially on someone's privacy).

**Origin** - The beginning of something.



## Knowledge

What children will know

Learning	Teaching	Assessment
Remembering	Telling	Testing

Know what a **settlement** is.

Know that settlements have been built at different times in history.

Know that some settlements were built by **invaders**.

Know the different types of land use such as, housing, business, **agriculture**, **retail**, **industrial** and **leisure**.

Know what things **settlers** need from a settlement **site**.

Know how to navigate an atlas using its contents and index.

Know the different directions of travel on a compass (eight points).



## Understanding

What children will understand

Learning	Teaching	Assessment
Practising	Coaching	Observing

Understand what makes a good settlement site e.g. **shelter**, **defence** from attack.

Understand where the Anglo-Saxons, Romans and Vikings settled and why.

Understand who built a settlement from clues in its name taken from its **origin**.

Understand why there are different types of land use and their importance to a site.



## Skills

What children will be able to do

Learning	Teaching	Assessment
Reflecting	Facilitating	Evaluating

Sort settlers' needs by importance.

Identify important features of a settlement site.

Give reasons settlers have chosen a site and why a settlement site might be unsuitable.

Identify land use using a digital map.

Use a **key** to identify transport links on maps.





Use an atlas to find a route between two places.

Describe directions of travel using the eight compass points.

Draw a map with **symbols** of a settlement and create a key.

Compare land use in different settlements.

Identify patterns of historical settlement using maps.

			
<b>Vocabulary</b>	<b>Knowledge</b> What children will know	<b>Understanding</b> What children will understand	<b>Skills</b> What children will be able to do
<b>Define the word and include etymology if useful.</b>	<b>Learning</b> <b>Teaching</b> <b>Assessment</b>	<b>Learning</b> <b>Teaching</b> <b>Assessment</b>	<b>Learning</b> <b>Teaching</b> <b>Assessment</b>
	Remembering   Telling   Testing	Practising   Coaching   Observing	Reflecting   Facilitating   Evaluating
<p><b>Key</b> - A guide explaining the symbols or terminology of a map or chart.</p> <p><b>Symbol</b> - A character or glyph representing an idea, concept or object.</p>			

**Useful Information**

**Map of where the Anglo-Saxons settled:**



**Map of where the Vikings settled:**

