

Sequence of Learning						
Space (Physical)	Space (Physical)	Space	Scale (Making Links)	Place (Human)	Scale and Place	Scale
What makes a river?	Can I identify the location of key rivers in the UK?	Can I track the River Humber from the source to its mouth?	Why have people chosen to settle near the River Humber? (aerial photograph)	Can I use census data to construct pie charts to compare employment in Louth and Immingham?	How does the location of the River Humber impact upon the economic activity in Immingham? (begin to link with ABP- 4 figure grid reference)	Why is the River Humber so important to Immingham and ABP?

Vocabulary

source, tributary, mouth, meander, ox bow lake, mountain, floods, landscape, rainfall, settlement, population, port, land use, pollution, community, industry, employment, factories, cargo, import, export, distribution, aerial photograph, key, routes, network, maps, four figure grid references.

Intended outcomes:

Children will know:

- How a river is formed.
- How the location of Immingham impacts upon human geography such as, economic activity, trade links, and distribution of resources.
- The location of the River Humber and other key rivers on a map of the UK.
- Use four figure grid references to describe the position of ABP on a map.
- How are things are distributed once they have arrived in the port.

Expert outcome:

Answer big question 'essay style'

P1- Employment

P2- Distribution of resources

Previous Learning:

Children have engaged with projects focused on locational knowledge about Immingham in Year 2 and 3.

Preparing for:

Learning about mountains later on in Year 4. Leads into the unit of learning on Anglo Saxons and Viking and helps the children understand why they settled on the east coast.

Bespoke to our school:

School located on the River Humber. Prepares children for the world of work by exploring the opportunities the dock presents.

Resources/ actions

Organise visit / talk from ABP- distribution of resources?

Digi-maps

Aerial photographs

Google maps