





# Leamington Primary Geography Knowledge Organiser Year 2 – What is it like at the seaside?



What I should already know	What I will learn	Important words to help me. (vocabulary)	Skills and Fieldwork																														
<p>The location of some countries, including the UK being in Europe.</p> <p>The 4 countries that make up the UK and their capital cities.</p> <p>The difference between human and physical features.</p>	<p>I will use Google Maps to explore the different seaside resorts from around the UK. I will identify the similar features in each of these UK seaside resorts.</p> <p>I will look at the different human features (port, harbour, lighthouse and shops) and the physical features (beach, cliff, coast, hill and sea). I will use photographs of human and physical features and label them on a map of a local seaside resort.</p> 	<table border="1"> <tr> <td>seaside</td> <td>A place by the sea, especially a beach area or holiday resort.</td> </tr> <tr> <td>beach</td> <td>A pebbly or sandy shore, especially by the sea between high- and low-water marks.</td> </tr> <tr> <td>erosion</td> <td>The process of eroding or being eroded by wind, water, or other natural agents</td> </tr> <tr> <td>environment</td> <td>The surroundings or conditions in which a person, animal, or plant lives or operates.</td> </tr> <tr> <td>coast</td> <td>The part of the land adjoining or near the sea.</td> </tr> <tr> <td>beach</td> <td>A pebbly or sandy shore, especially by the sea between high- and low-water marks.</td> </tr> <tr> <td>cliff</td> <td>A steep rock face, especially at the edge of the sea.</td> </tr> <tr> <td>harbour</td> <td>A place on the coast where ships may moor in shelter, especially one protected from rough water by piers, jetties, and other artificial structures.</td> </tr> <tr> <td>vegetation</td> <td>Plants considered collectively, especially those found in a particular area or habitat.</td> </tr> <tr> <td>lighthouse</td> <td>A tower or other structure containing a beacon light to warn or guide ships at sea.</td> </tr> <tr> <td>map</td> <td>A diagrammatic representation of an area of land or sea showing physical features, cities, roads, etc</td> </tr> <tr> <td>island</td> <td>A piece of land surrounded by water.</td> </tr> <tr> <td>physical features</td> <td>Physical features are parts of a landscape, organism, etc., that you can see and touch.</td> </tr> <tr> <td>human features</td> <td>Human features are those made by humans and which humans have changed or influenced.</td> </tr> <tr> <td>hill</td> <td>A naturally raised area of land, not as high or craggy as a mountain.</td> </tr> </table>	seaside	A place by the sea, especially a beach area or holiday resort.	beach	A pebbly or sandy shore, especially by the sea between high- and low-water marks.	erosion	The process of eroding or being eroded by wind, water, or other natural agents	environment	The surroundings or conditions in which a person, animal, or plant lives or operates.	coast	The part of the land adjoining or near the sea.	beach	A pebbly or sandy shore, especially by the sea between high- and low-water marks.	cliff	A steep rock face, especially at the edge of the sea.	harbour	A place on the coast where ships may moor in shelter, especially one protected from rough water by piers, jetties, and other artificial structures.	vegetation	Plants considered collectively, especially those found in a particular area or habitat.	lighthouse	A tower or other structure containing a beacon light to warn or guide ships at sea.	map	A diagrammatic representation of an area of land or sea showing physical features, cities, roads, etc	island	A piece of land surrounded by water.	physical features	Physical features are parts of a landscape, organism, etc., that you can see and touch.	human features	Human features are those made by humans and which humans have changed or influenced.	hill	A naturally raised area of land, not as high or craggy as a mountain.	<p>*Draw a simple map (real or imaginary place) for example, freehand maps of gardens, watery places, route maps, places in stories.</p> <p>* Use basic geographical vocabulary to refer to physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river and weather.</p> <p>*Use basic geographical vocabulary to refer to human features, including: city, town, port, harbour and shop.</p> <p>*Look down on objects to make a plan view map.</p> <p>*Begin to understand the need for a key.</p> <p>*Use class agreed symbols to make a simple key.</p> <p>*Follow directions (Up, down, left/right, forwards/backwards, North, East, South, West)</p>
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<p><b>Interesting Facts</b></p>	<p>I will use a simple map of a local seaside resort and plan route identifying key locations, interpreting map symbols and using compass directions.</p> <p>I will highlight key attractions and use positional and directional language to describe and explain the route.</p> 																																
<p>- In the UK no one lives more than 80 miles (130 km) from the seashore.</p> <p>- The UK coastline is one of the longest in Europe.</p> <p>- The coastline is constantly changing : even the gentlest of ripples constantly reshape coastlines in small ways, a few grains of sand at a time.</p>																																	