

Our local park

Year 1

Knowledge organiser

Routes

A route is a **way to travel from one place to another**.

We can call your starting place '**Point A**' and your finishing place '**Point B**'.



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Compass



A compass is a tool used to help find **directions**. It has a **needle** that spins, and the needle **always points north**.

The letters show the four directions on a compass. They are called **cardinal points**.

N – north

E – east

S – south

W – west

You can use this to **help you remember!**



**Never
Eat
Silly
Worms**

Our senses



sight



smell



hearing



touch

Directional language



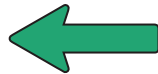
forwards



right



downwards



left

Key vocabulary



analyse



collect



data



directions



evaluate



facility



improve



map



observe



pictogram



present



record

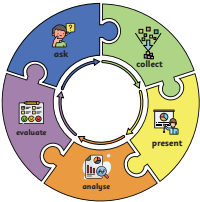


tally chart



Fieldwork cycle

Fieldwork is when you go outside to **look, explore** and **find out** about a place. We can use the **fieldwork cycle** to help us to complete our **fieldwork**.



Ask – What we want to know and how we can find out.

Collect – Collect data to answer our question.

Present – Show what we have found out.

Analyse – Look, think and talk about what we see.

Evaluate – What went well and what we could do better next time.

Staying safe

Follow these **safety tips** when you are out and about:

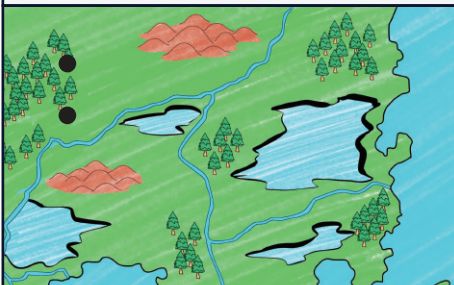
- **Listen carefully** to your adults
- Only **cross a road** if an adult tells you to
- Always **stay with your group**
- Wear a **high-visibility jacket**
- Be **respectful**



Collecting data

Some ways we can **collect data**:

observational sketches of geographical feature



digital photographs are taken to observe geographical features



questionnaires asking questions to local people



tally charts counting geographical features



Messy maps

Messy maps are maps made using **different objects** from the classroom, like **blocks, Lego, boxes, cubes, skipping ropes, beanbags etc.** They must show **all the important parts** of the place you are mapping.



Pictograms

A pictogram is a simple chart used to **present data**. Each picture represent one **facility** or **feature** at the park, for example each picture of a bench represents one bench.

Feature	Number of each feature							Total
bench 								2
picnic table 								3
grass area 								2
tree 								7
hill 								1
pond 								0
play area 								1