# TMS Geography Launchpad - Year 2023/2024 Year 5 - Curriculum area: Fieldwork Opportunities



#### How could the park in Threemilestone be improved? (Perception and representation)

- What is it already like in the TMS park? (Perception and representation)
- What would people like to see added to the park? (Perception and representation)
- Where would be the best place for new things to be added? (Perception and representation)

Cornish links: Local community

#### Substantive knowledge: Geographical skills

## **Human and Physical Geography**

#### Previous learnina:

Year 1. 2 and 3 Fieldwork units: How are the weather patterns different between each of the seasons? How do I use a map to explore Threemilestone? Why do people choose to visit Cornwall? What does it feel like to live in different parts of Threemilestone? Does Threemilestone have all the amenities people need? How does the traffic flow outside Threemilestone School affect people? How do people choose where to settle?



## **Geographical Skills**

- To use the school and its grounds as a site for studying aspects of physical and human geography.
- Making models, annotated drawings and field sketches to record observations (current TMS part next to school)
- Drawing freehand maps (current TMS part next to school)
- Recording selected geographical data on a map or large-scale plan, using colour or symbols and a key (Proposed TMS school park with new ideas)
- Collecting, analysing and presenting quantitative data in charts and graphs (Collecting votes on what needs to be added to the park)
- Designing and using a questionnaire to collect qualitative data (find out peoples views on what should be added to the park)
- Using standard field sampling techniques appropriately (measuring levels of sunlight in different areas throughout the day, measuring footfall through park at various times of day)
- Taking digital photos and annotating them with labels or captions (of current TMS park with labels showing new proposed additions - reasoning added)