



## Geography MTP – Summer 1- Year 5

### Map reading; using coordinates; human and physical features

- Describe and understand key aspects of: physical geography, including: climate zones, biomes, and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle
- Use the eight points of the compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the UK and the wider world

<p><b>Summer 1</b> <b>Alchemy Island</b></p>	<p><b>Key vocabulary</b> Community, change, develop, positive, negative</p>
 <p><b>What are the features of Alchemy Island?</b></p>	<p>Look carefully at the map of alchemy island. Use the key to <b>determine</b> the Island's human and physical features. Place a piece of tracing paper or acetate over the map of Alchemy Island and <b>draw</b> lines to mark where they think the contours of the landscape are, looking out for hills and valleys.</p> <p>Note. Project the map and key on an IWB so children can see the landscape's smaller features more clearly.</p> <p>Use Set 1 co-ordinates to <b>plot</b> the route from the Ancient Greek Citadel to where the Island's alchemists live. Follow the co-ordinates and use the key to <b>list</b> places of interest and physical features that they will pass. Share where they expect to arrive with the rest of the group.</p> <p>You can find the co-ordinates on The Hub. Ask the children to plot and join the co-ordinates on the map to draw a route and list place names, areas of interest and physical features that they pass on their journey. Children should expect to arrive at Dragon Vine Towers in the Kingdom on Junglewast.</p>
 <p><b>Where is the gold on Alchemy Island?</b></p>	<p>Use Set 2 co-ordinates revealed by the Aura (available on The Hun) to begin the journey from the Gem Well to the place where the gold is buried. Traverse the treacherous terrain of Dead Man's Gorge and tiptoe carefully across the thin rope bridge before arriving at the Great Tors in Summerwyn Desert. Look carefully at the ors and <b>estimate</b> which one might contain gold.</p> <p>Note-children will need to use a picture of the periodic table of elements to help them identify which tor contains gold. Au is an abbreviation of the word Aurum, the Latin word for gold.</p> <p><b>Plan</b> a route from the Au Tor back to the Ancient Citadel and their portal which will help them return home. Provide a series of six-figure co-ordinates to help other travellers follow the same route. Use a piece of string and the map's scale rule to <b>distinguish</b> how far in total they have travelled on Alchemy Island.</p> <p>Note- Use bridges don't jump rivers!</p>



What are the key features of your island?

**Design** a fantasy map for a second game or adventure: Alchemy Island 2. Include a range of human and physical features then devise a comprehensive key. Think carefully about what features would be close to each other, such as settlement next to a river, caves near the coastline or valleys near to the hills and mountains.

Note- Children can hand draw their fantasy maps or use software. Display the children's fantasy maps under the headline: 'Alchemy Island 2: Coming Soon!' Alternatively, children could make large-scale maps and plan outside by drawing on large sheets of paper or fabric.