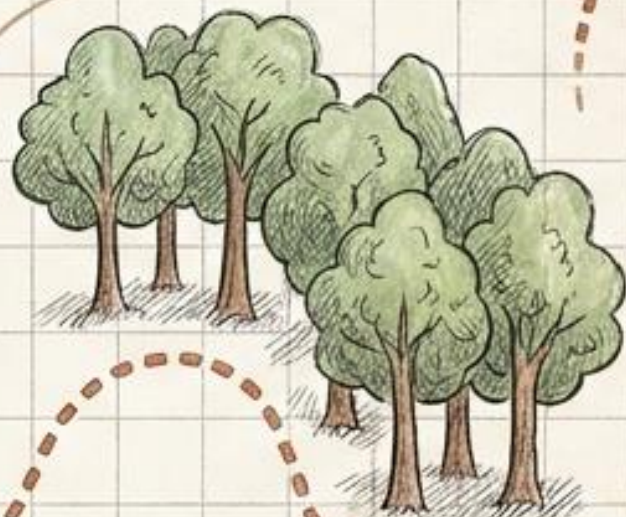
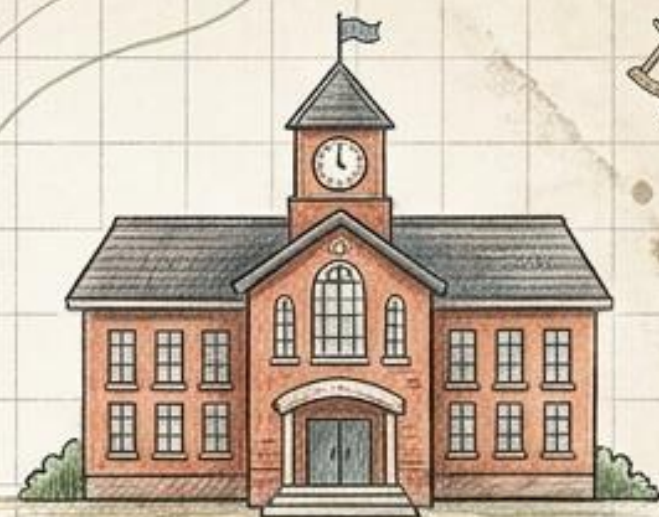


Year 2 Autumn Geography: Exploring Our Settlements

A Parent's Field Guide to
Building Young Geographers



The Journey of a Young Geographer

Where We've Been (Year 1)

Focus: The Immediate & National

Naming the four countries of the UK and capital cities, observing daily weather/seasons, and identifying simple physical features (beach, forest) and human features (house, shop).



Where We Are (Year 2 Autumn)

Focus: Our Local Settlement

Zooming into the local area. Learning map reading skills (keys, symbols, compass directions), identifying local landmarks, and comparing a town to a city (Birmingham).



Where We Are Going (Key Stage 2)

Focus: The Wider World

Locating global climate zones and biomes, using advanced 8-point compasses and grid references, and conducting complex comparisons with regions in Europe and the Americas.



This Term's Expedition: What We Are Learning



Understanding Settlements



Defining where people live and work.

Exploring the distinct characteristics, advantages, and disadvantages of living in a village, a town, and a city.



Local Fieldwork

Boots on the ground in the local area

Walking the school grounds and local streets to observe, name, and map specific human and physical features and prominent landmarks.



The Big Comparison

The local area vs. Birmingham

Using Venn diagrams to compare our local area to a nearby major city (Birmingham), recognizing similarities and differences in size, features, and land use.



The Language of Geography

The Geographer's Vocabulary



Physical Feature

Something made by nature.

Examples: Parks, rivers, hills, forests.



Human Feature

Something built by people.

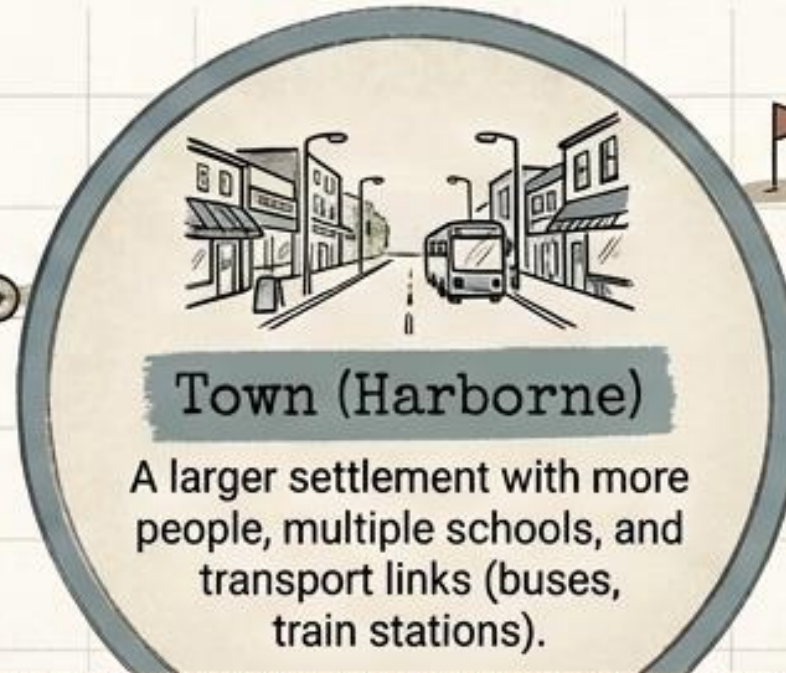
Examples: Houses, shops, roads, factories, churches, schools.

The Settlement Scale



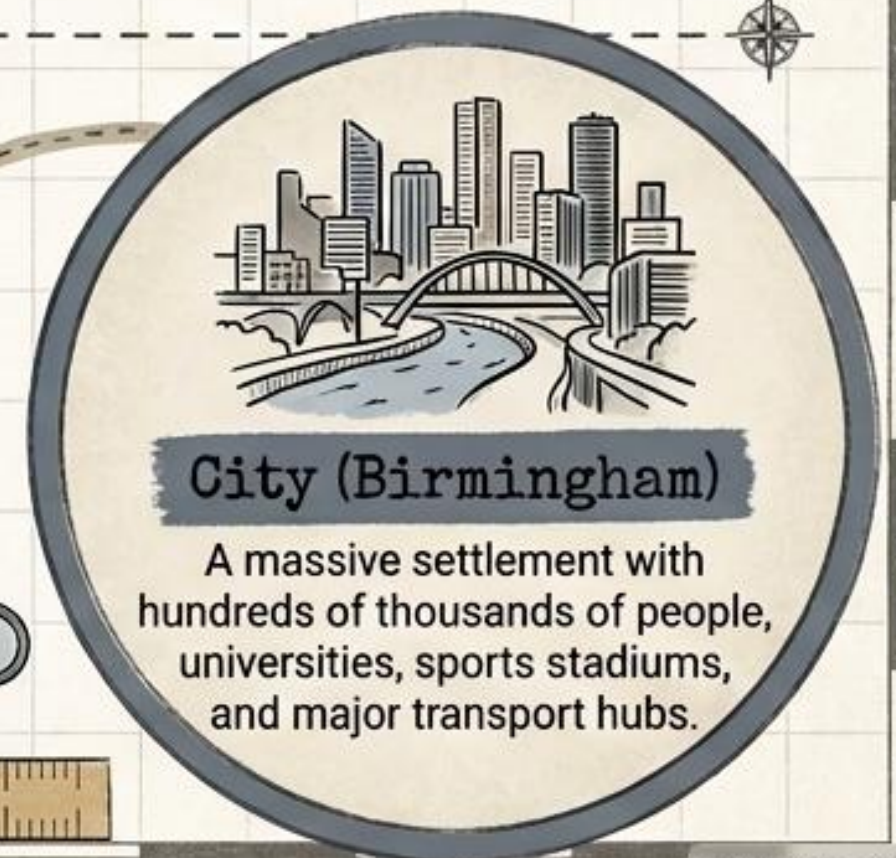
Village

A very small settlement with few houses and shops.



Town (Harborne)

A larger settlement with more people, multiple schools, and transport links (buses, train stations).



City (Birmingham)

A massive settlement with hundreds of thousands of people, universities, sports stadiums, and major transport hubs.

Fieldwork in Action: How We Learn



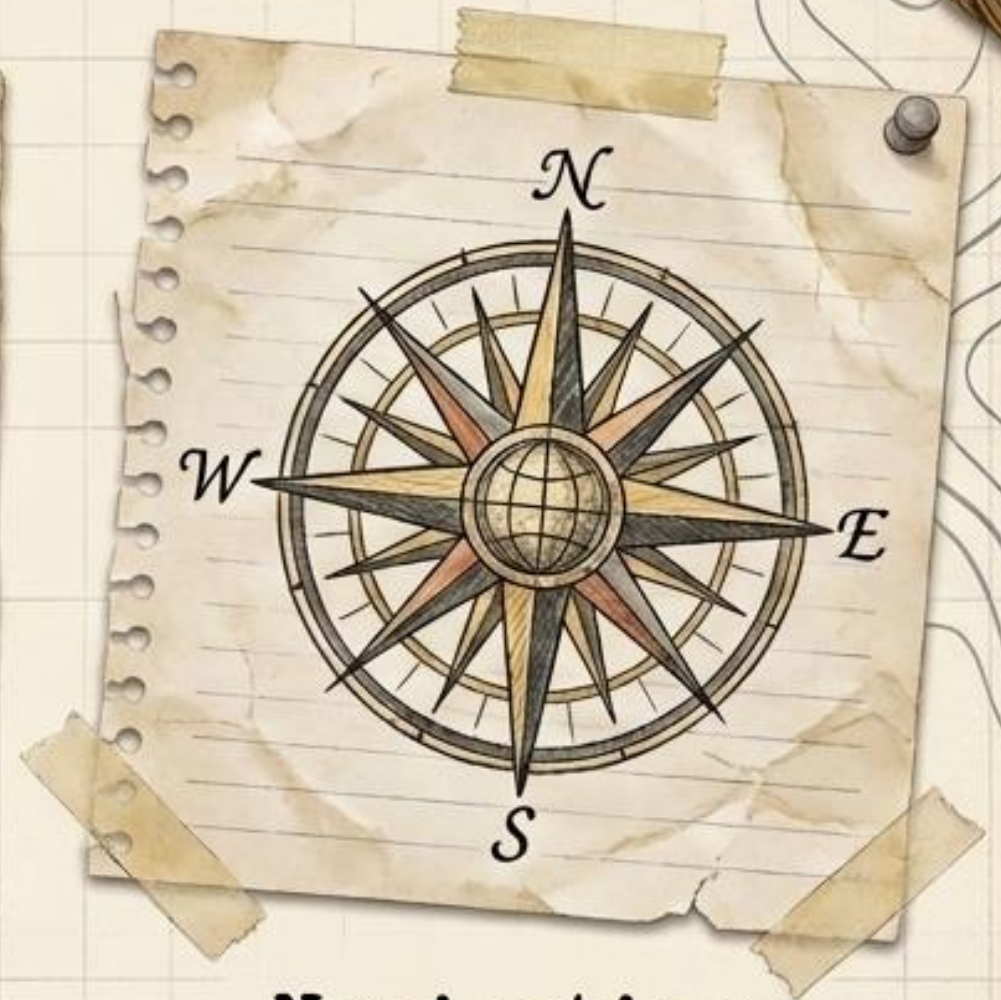
Observing

Walking the local area with 'geography binoculars' to spot and name local landmarks in Harborne, separating them into human and physical features.



Mapping

Translating real-world observations into simple aerial maps, learning to represent features using standardized symbols and a map key.



Navigating

Applying directional language (near, far, left, right, forwards, backwards) and mastering the four compass points (North, South, East, West) to describe the location of features.

Growing Good Citizens



Stewardship of Creation

Principle: Protecting the physical features of our settlement.

Action: Understanding that keeping our local parks clean, protecting rivers, and not dropping litter is actively caring for God's creation.



Solidarity & The Common Good

Principle: Understanding how human features support communities.

Action: Discovering how towns function so people can work together and help each other (schools, shops, places of worship, emergency services).



Rule of Law

Principle: Navigating safely.

Action: Understanding why settlements have rules—like zebra crossings and road signs—to keep our community safe as it grows.



Bringing Geography Home



On the Walk to School

Play "Human or Physical?" as you walk. Point to a tree, a road, a hill, or a fence and ask them to categorize it. Ask them to point out one local landmark.



In the Car

Practice directional language. Say aloud, "We are turning left," or "The supermarket is North of our house." Note the transition features when you drive from a town (Oldbury) into a city (Birmingham).

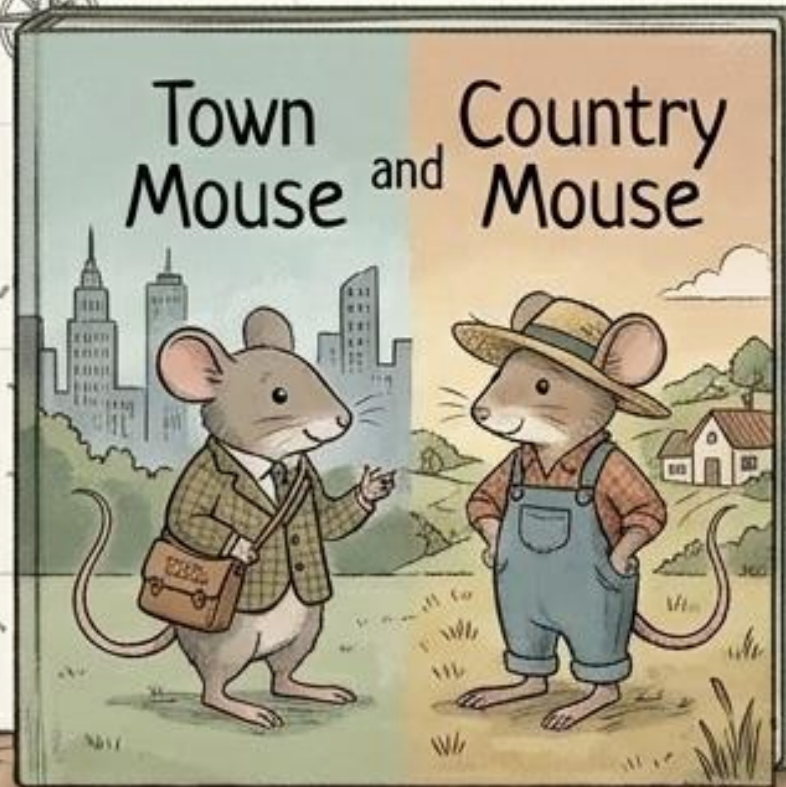


At the Shops

Discuss the concept of "services" in a settlement. Ask, "Why do you think the shops are built all together here?" or "Who works in our town to help us?"

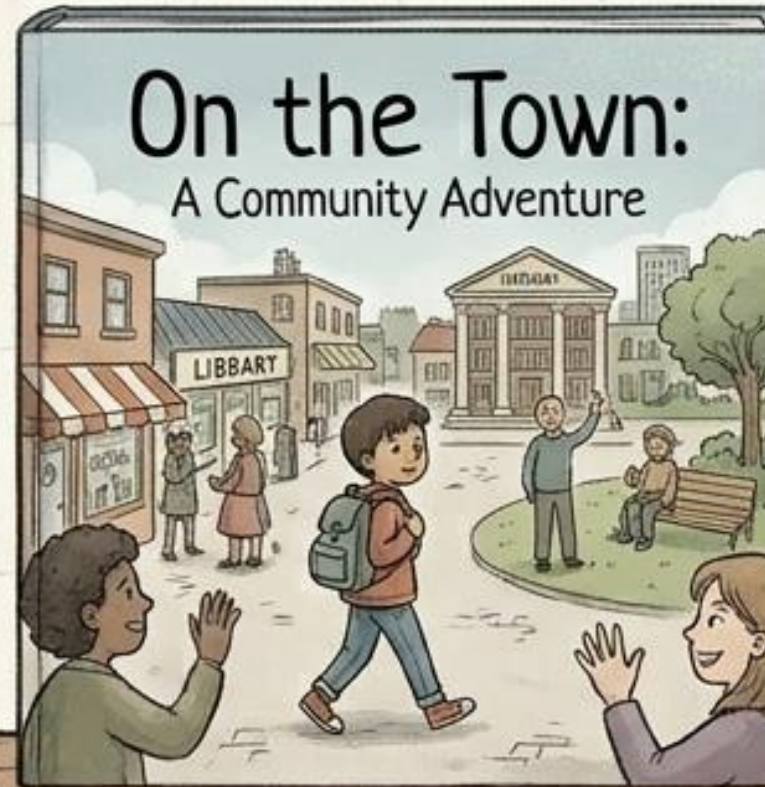


The Explorer's Bookshelf



Town Mouse and Country Mouse

A classic traditional tale perfect for exploring the core differences between rural (village) and urban (town/city) settlements in an accessible way.



On the Town: A Community Adventure

A story by Judith Caseley that mirrors the exact fieldwork and observational walks children are undertaking around Oldbury, focusing on local community features.



Digital Mapping

Open Google Earth together. Zoom all the way out to the globe, find the UK, and zoom right down to your street in Oldbury. Discuss the scale and what your house looks like from an aerial view!



The Weekend Family Challenge: The Journey Mapper



The Mission

Next time you walk to the local park or the shops, work together to co-create a 'mental map' of your route. When you return home, draw a simple map of your journey.

The Geographer's Checklist



- ☐ Give your map a Title.
- ☐ Draw a Compass Rose (N, S, E, W).
- ☐ Create a Key with at least 3 symbols (e.g., a green tree for a park, a red square for a shop).

Family Discussion Prompt

If you were the town planner for Oldbury, what one new feature would you add to our area to make it better for everyone?