

Birch Copse Primary School – Knowledge Organiser

Geography Topic: Our Local Area Year 1 Autumn

1/22-1/2		ula da a	
Key Knowledge			
local area	Tilehurst		
local town	Reading		
Our county	Berkshire		
Where?	Tilehurst is on a hill		
Why is it called Tilehurst?	'Tile' – because tiles were made here 'Hurst' – means 'wooded hill '		
What is near Tilehurst?			
Sulham Woods is to the West	The River Kennet and the M4 motorway is to the South		
Reading town is to the East	The River Thames is to the North		
Local landmarks			
Tilehurst Triangle		Arthur Newbury Park	
Tilehurst Railway Station		St Catherine's Church	
Tilehurst Library		The Water Tower	
The War Memorial			

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Key Vocabulary		
Town	A place where people live that is smaller than a city but bigger than a village.	
County	All the land in the UK is split into 100 large areas called counties.	
Railway	A place on a railway line where the train	
Station	can stop to allow passengers on and off	
Local	The nearby area	
Мар	A plan of a place from above	
Symbol	Picture on a map to show a feature	
Key (on a map)	Explains what each symbol means	
Compass points	A way of explaining the direction of something	
North, South, East, West	The four main compass points	
Woods	Land covered in trees – smaller than a forest	
Valley	A low area of land between hills – usually with a river flowing through it	
Water	A tank that collects rainwater. It is high	
tower	up so the water can flow down into pipes	
Hill	A raised area of land – not as high as a mountain	
River	A large flow of water crossing the land. Flows into a sea, lake or other river	
Church	A building where Christians worship	
Library	A building where books are kept that we can borrow	
Park	An area of land used for relaxing and playing	
Motorway	A large road with lots of lanes where cars can drive faster	

Real-Life Outcomes	Key Skills
• Draw a map with a key of the school grounds	Locate places on a map
(including field, trees, buildings, wildlife area)	Use simple compass directions
• Draw a map with a key of the local area	Devise a simple map
"Design the ultimate school."	Use and create basic symbols in a key
Children to draw a map of the ultimate school	
using what they have learned	