Outcome：To make，draw and describe how to improve Horley


| Developing Knowledge |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Human and physical features． |  | Working | Within | Expected | Above |
| $\sqrt[0]{0} \text { 采朲仝 }$ | D Explore which biome／vegetation belt Horley is within． |  |  |  |  |
|  | Identify the type of settlement Horley is exploring the land use，and trade link． |  |  |  |  |
|  | （0）Give reasons why a settlement might be unsuitable． |  |  |  |  |
| Locational knowledge |  | Working Towards | Within | Expected | Above |
| $50$ | Locate Horley on a map and identify topographical features around the area（hills，rivers，fields，roads）． |  |  |  |  |
| Place knowledge |  |  |  |  |  |
|  | Q Explain why settlements develop in certain locations （where would you settle and why？）． |  |  |  |  |
|  | D Explain what key features a settlement needs． |  |  |  |  |
| Developing skills |  |  |  |  |  |
| Map skills |  | Working Towards | Within | Expected | Above |
|  | －List the important features of a settlement site． |  |  |  |  |
|  | Design and draw a new Horley－including a key for certain features－Police Station，Doctors，transport． |  |  |  |  |
| Fieldwork |  | Working Towards | Within | Expected | Above |
|  | （0）Use fieldwork to observe，measure，record and present the human and physical features in the local area－ including sketch maps，plans and graphs． |  |  |  |  |

Highlights： $\qquad$
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