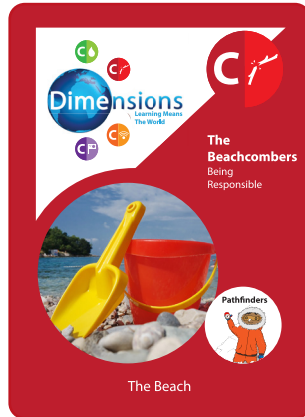
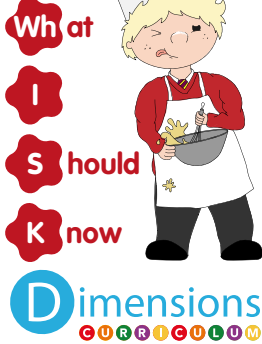


Pathfinders - The Beachcombers



Overview

"The Beachcombers" is a thematic unit, with a subject focus on science and geography. Science has three areas of focus:- habitats, how things move and an introduction to sound, focusing on sources of sound and the relationship between distance and volume. In geography, pupils will explore the physical and human features of a fictional seaside town of Waveham. Threaded through is the theme of behaving responsibly, with consideration for others.

What?

What makes a sailing boat move?

- When the wind is blowing to create a push force behind the sail, the boat will move forwards. The stronger the wind, the faster it moves.

What is a compass used for?

- A compass indicates direction and is useful for navigation.



Continents and Oceans

What are the names of the world's continents?

- There are seven continents in the world: Africa, Antarctica, America, Arctic, Asia, Australasia, Europe

What are the names of the world's oceans?

- There are five oceans in the world: Arctic, Atlantic, Indian, Pacific, Southern

What are the four compass points?

- North, East, South and West

Why?

Why do sounds get quieter?

- As sound waves travel farther from their source, the more spread out their energy becomes. This means the loudness of the sound is lost.
- All sounds get quieter as you move further away from the source (what is making the sound).

When?

When do people visit seaside resorts?

- People usually visit seaside **resorts** in the summer months when the weather is warmer and sunnier.
- Seaside resorts are usually quite windy places so people sometimes visit them in other seasons just to blow the cobwebs away!

How?

How can we tell the difference between human and physical features?

- Physical features, such as trees, mountains and beaches, are natural and not made by people.
- Human features, such as shops and houses, are man-made.

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How to...

...read a map

- A map is nothing more than squiggles and symbols which represent different features. Roads are usually long lines, wooded areas are usually green, with small tree images, and rivers are usually blue wavy lines.



Concept Flow

- To name and locate the world's continents and oceans
- To name and identify key physical features, such as: beach, coast, forest, hill, mountain, ocean, river, vegetation
- To know about and identify key human features, such as a town, village, and shop and know the difference between a port and a harbour
- To know and use simple compass directions (North, South, East and West) and locational language (e.g. near and far) to describe the location of features and routes on a map
- To know the importance of being safe and responsible at the seaside
- To know about the seaside resort closest to your school

Vocabulary

Compare: to note or describe similarities or differences

Compass: an instrument with for showing direction

Continent: a major area of land made up of lots of countries

Direction: the way in which you travel or face

Faint: weak, quiet

Harbour: a place on the coast where ships, boats and barges can seek shelter from a stormy weather

Launch: to put in motion with force

Location: place or position

Loud: making a lot of noise, easily heard

Motion: movement

Ocean: a huge body of salt water

Port: a place where ships load and unload their goods

Pull : to take hold of something and use force to bring it nearer to yourself

Push: to use pressure against something to move it away from yourself

Quiet: making little sound or noise

Responsible: take care of things and make good decisions

Transporter: used to carry something from one place to another