

## **SUBJECT: GEOGRAPHY**

Year Group	Year 8									
Rationale	Pupils will build on skills and knowledge covered in Year 7, applying these to 'global issues' that will affect the throughout their lives. The introduction of 'Global Concepts', including DEVELOPMENT, RESOURCES and GLOBALISATION, will help pupils to appreciate that the study of Geography helps them to make sense of we concepts that will shape the lives of billions of citizens and determine the future of the planet they live on.									
	Autumn Term 1	Autumn Term 2	Spring Term	Spring Term 2	Summer Term	Summer Term 2				
Topic/Unit	Progress -Who is it for?	Progress –Who is it for?	How are we using our resources?	What are ecosystems?	Globalisation – Is everybody part of it?	Globalisation – Is everybody part of it?				
Knowledge	<ul> <li>What is development?</li> <li>Definitions/Ke y terms</li> <li>Barriers/Path ways</li> <li>Snakes and Ladders</li> <li>How can a country/region develop?</li> <li>Dubai casestudy</li> <li>Development indicators.</li> <li>How can development be measured and what are the associated positives and negatives?</li> </ul>	Brazil — Introduction People and places Brazil — Rich vs. Poor Sao Paulo Brazil — Development Amazon Rainforest Location, Climate, Structure, Adaptations. Deforestation Sustainable Development Review	What are resources? Renewable vs. Non-renewable How do we use resources? Electricity generation Fossil fuels Impacts Should we continue to use fossil fuels? Argument / assessment. Alternative / sustainable energy options — Market Place Activity.	Deserts — Climate and location Deserts — Adaptation of plants and animals Cold climates — Location and climate Adaptation and change How do people survive and how do they impact on hostile environments?	<ul> <li>What is globalisation?</li> <li>Global products and why do we need them?</li> <li>Nike – A global company.</li> <li>Life of a factory worker.</li> <li>Globalisation – good or bad?</li> </ul>	<ul> <li>Fair trade – a better way?</li> <li>Coffee faming.</li> <li>Trade game</li> <li>India – A global power?</li> <li>India project</li> <li>Review</li> </ul>				
Skills	<ul> <li>Pupils can describe a range of ways a country can achieve development and the barriers to development.</li> <li>Pupils can explain how selected ways of development benefit/disadv antage a country, using some evidence/examples.</li> <li>Pupils can make judgements about development, providing some evidence to support.</li> <li>Pupils include annotated illustrations</li> </ul>	<ul> <li>Pupils describe a range of Brazil/         Amazon rainforest characteristics</li> <li>Pupils explain how rainforests are exploited and managed.</li> <li>Pupils make Judgements about sustainability and development, providing some evidence to support conclusions.</li> <li>Pupils use and annotates photographs/il lustrations/ske tches to support explanation.</li> </ul>	<ul> <li>Pupils can describe a range of SEE impacts resulting from resource exploitation.</li> <li>Pupils can explain why some resources are more appropriate than others for future energy/ domestic use.</li> <li>Pupils can judge the most appropriate, sustainable resources for the future.</li> <li>Pupils use research, GIS, text / images,</li> </ul>	Pupils describe the location, climate, characteristics and adaptations in Hot deserts. Pupils explain the variety of adaptations of plants, animals and humans, linking to climate/land-scape. Pupils judge the most important/effe ctive adaptations. Pupils use research/ images/ annotation to identify adaptations.	■ Pupils describe the character- istics and associated impacts of globalisation, using examples. ■ Pupils can explain how globalisation impacts on different populations, positively and negativelyPupils make decisions, based on evidence and examples, judging the overall impact of globalisation. ■ Research/Ima ges/written and filmed accounts - analysis.	<ul> <li>Pupils describe the characteristic s and associated impacts of Fair-Trade using examples.</li> <li>Pupils can explain how Fair-Trade impacts on different groups.</li> <li>Pupils make judgements, based on the interactive trade game and visual/text stimuli.</li> <li>Research/Ima ges/ written and filmed accounts - analysis.</li> </ul>				

## St Edmund Arrowsmith Catholic High School: Curriculum Map (2022-2023)

1	8
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	and interprets selected research/infor mation.		maps to present and evaluate. Collaboration and presentation			
Assess- ments	How can a country develop?  Written argument –	Brazil Assessment test Brazil/Amazon GCSE style	Assessment Tic/Tac/Toe  Pair presentation – sell a	Assessment – Design an animal  Explain adaptations and	Assessment – Is globalisation good? Is globalisation Good or Bad? –	Poster Assessment Fair trade: Advertise a
	evaluate path- ways/barriers to development.	assessment test	particular alternative energy source to the rest of the group.	link to the desert ecosystem / climate	Persuasive writing/poster	Fair-Trade product.
	1 week	1 week	1 week Citizenship Task	1 week	1 week Year 8 Exam 1 lesson	1 week
Homework	What is development?  Dubai research – pictures and information.  Measuring development – statistical research and comparison work  Brazil Intro-	Brazil rich and poor Sao Paulo write-up  Tourism in Brazil research.  Amazon rainforest – palm oil newspaper research  Revision for assessment – exam-style	Research for non-renewable assessment – pictures and impacts.  Assessment write-up (one homework)  Renewable energy – research task Presentation – market-place	Deserts of the world – research including video and mapping task  Michael Palin Sahara - research  Research – desert adaptations  Design a desert	Research – Nike TNC study  Arguments for and against – summary mind maps  Research – is globalisation good or bad?  Assessment (one homework) - finish argument	Fair-Trade – research as many products as possible for potential presentation  Fair-Trade charter – mini- assessment research.  Trade game – devise and adapt rules after
	duction – video and research	revision sheets and guidance.	preparation and model- making.	animal activity/asses- ment		playing game in class.