



Finding Sicilia on the Map

How to find a place in Europe

Do Now: Which Country?

Answers on the next
slide...

Which country looks like a boot?

1. France

2. Spain

3. Italy

4. Germany

Do Now: Which Country?



Which country looks like a boot?

1. France

2. Spain

3. **Italy**

4. Germany

Key Words



Continent

A very large land mass. Europe is a continent.

Island

Land with water all around it.

Location

Where a place is on a map.

Border

The edge or limit of a place.

Where is Sicilia?



Italy and Europe

Italy is a country in **Europe**.

The Island

Sicilia is a big island at the toe of Italy.

A Fact

Sicilia has a volcano called **Etna**.



Our Purpose Today

We will find Sicilia on a map.

We need to know where places are so we can visit them.

Do: Find places on the map.

Why: To plan a trip.

Time: 5 mins

Model: Finding the UK

Step 1

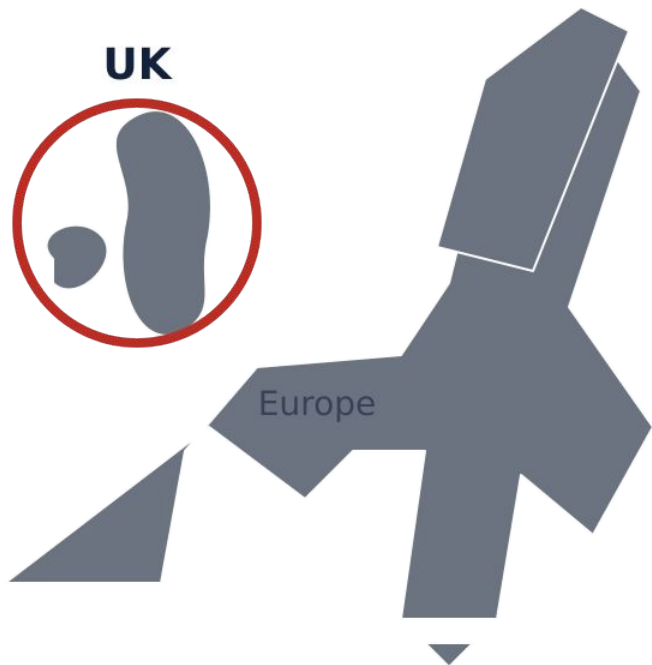
Look at the map of Europe.

Step 2

Find the United Kingdom.
It is to the left, on an island.

Step 3

Put a dot on the UK.



Model: The Mediterranean Sea

Step 1

Look below Europe.

Step 2

Find the blue water.

This is the **Mediterranean Sea**.

Step 3

Label the sea.



Task: Locate Italy



Do: Find Italy and Sicilia.

Why: To know where they are.

Time: 10 mins

Steps

1. Find the country that looks like a boot.
2. That is Italy.
3. Find the island at the toe.
4. That is Sicilia. Circle it.

True or False and why?

Sicilia is in the North of Europe.



TRUE



FALSE

Now it's time to explain why...

True or False and why?

Sicilia is in the North of Europe.



Why is that?

- a) Incorrect. Sicilia is in the South, in the warm sea.
- b) Correct. It is near the cold snow.

Answers on the next slide...


True or False and why?



Sicilia is in the North of Europe.



Why is that?

- a) Incorrect. Sicilia is in the South, in the warm sea.
- b) Correct. It is near the cold snow. 

Task: Plan a Route

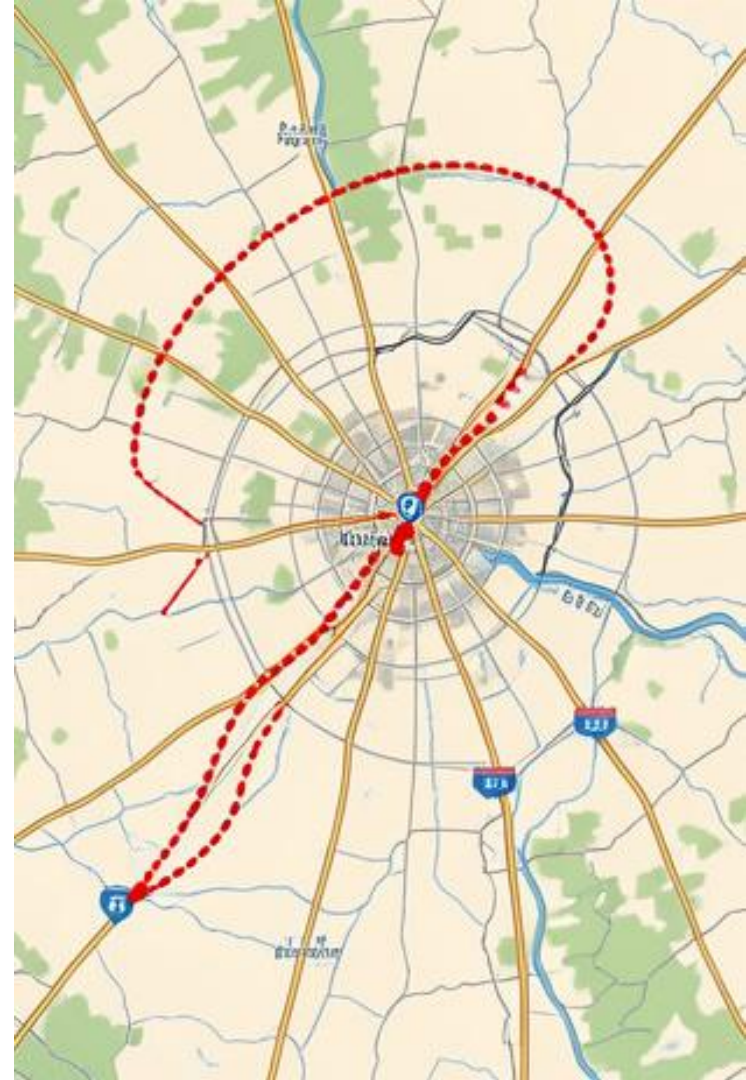
Do: Draw a line from London to Sicilia.

Why: To show the way.

Time: 15 mins

Success Steps

- I found the UK.
- I found Sicilia.
- I linked them with a line.



Discuss!



Speaking and Listening

Turn to your partner. Ask: 'Where is Sicilia?' Check their map.

Discuss!



You might have said...

It is the island at the toe of Italy.

It is in the south of Europe.

It is in the Mediterranean Sea.



Exit Ticket

What I Learned

I found Sicilia on the map.

What I Will Try Next Time

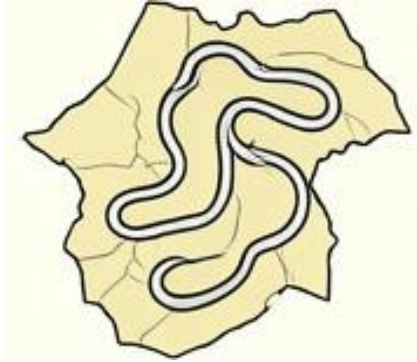
I will label more places.



Sea or Land Travel Choices

How does King Polixenes get home safely?

Key Words for Today



Route

The path or road you take to go somewhere.



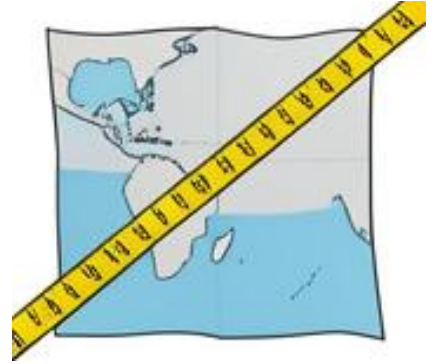
Transport

How you move, like a ship, horse, or car.



Decision

Making a choice between two or more options.



Distance

How far it is from one place to another.

Quick Recap

Question 1:

Which sea is near Sicilia?

Question 2:

Is Sicilia an island or a part of the mainland?

Question 3:

Where is Sicilia located?



Answers on the next slide...

Quick Recap



Answer 1:

The Mediterranean Sea

Answer 2:

An island

Answer 3:

At the toe of Italy

Do Now Fact

The Challenge

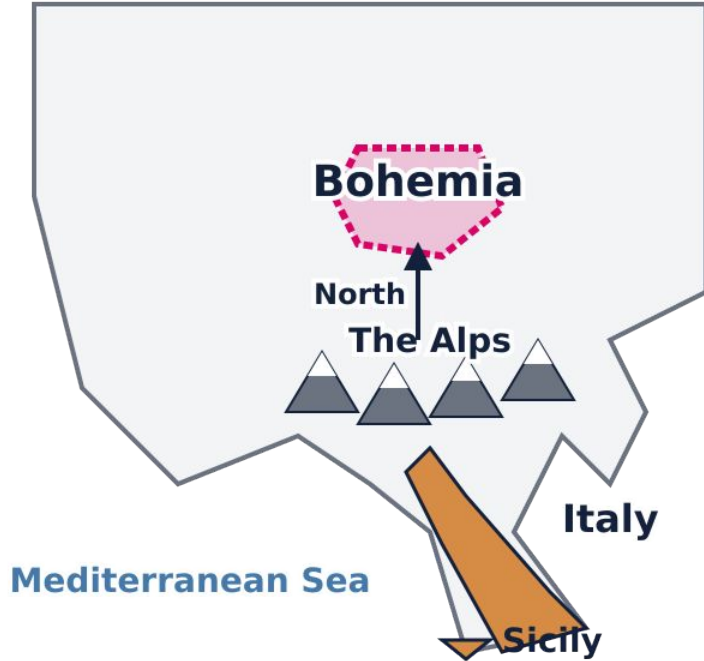
To get from **Sicilia** to **Bohemia**, you must cross **water** or **mountains**.

History Note

Ships were the main way to move heavy goods in the past.



Finding Bohemia



Look at the Map

Find the label **Bohemia** on your map.

Where is it?

It is far away, north of the mountains.

The Task

Circle the word Bohemia with your pen.

Two Ways to Travel

By Sea

- Travel by boat.
- It is usually **fast**.
- The water might be **rough** and wavy.
- You might feel sick.

By Land

- Travel by horse or cart.
- It is usually **slow**.
- The ground is **dry** and hard.
- You must climb high mountains.

Model: Weighing Up the Choices

Let's Look at the Options

We need to decide the best way for the King to travel.

The Land Route Table

Good Points	Bad Points
Dry feet	Very slow trip
Safe from waves	Tired horses



Sea Route

- + Much faster
- Sea sickness
- Risk of storms



Land Route

- + Dry feet
- + Safe from waves
- Very slow trip
- Tired horses

Check Your Understanding

Answers on the next
slide...

Which is a good reason to take the land route?

1. It is the fastest way.

2. You stay dry and safe from waves.

3. The ship is very big.

4. You can see lots of fish.

Check Your Understanding



Which is a good reason to take the land route?

1. It is the fastest way.

2. **You stay dry and safe from waves.**

3. The ship is very big.

4. You can see lots of fish.

Independent Task



Pick a Route

Look at your map. Choose **Sea** or **Land** for the King.

Circle Your Reasons

Circle the words that match your choice:

- Safe
- Fast
- Dry
- Fun

Stretch: Comparing Time

Who is Faster?

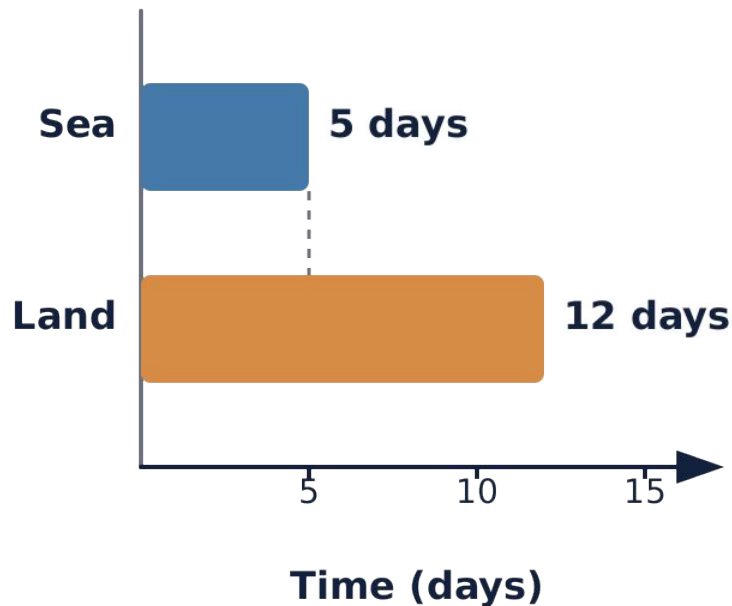
Look at the bar model.

The **Sea Route** takes 5 days.

The **Land Route** takes 12 days.

Think

Which bar is shorter? Which choice saves time?



Discuss!



Speaking and Listening

Tell your partner: Why is the sea route better than the land route?

Discuss!



You might have said...

It is much faster.

It is easier than climbing mountains.

The King will get home sooner.



Review

What We Learned

We looked at maps to find Bohemia. We weighed up sea and land travel.

Next Time

We will look at weather and what clothes to pack for the trip.



Features of the Coast

Where will the ship land?

Match the words with the definitions

1.

Surface

a) The shape and height of the land.

2.

Terrain

b) The land next to the sea.

3.

Coastline

c) The outside or top layer of something.

4.

Cliff

d) A steep wall of rock or earth.

Match the words with the definitions



1.

Surface

c) The outside or top layer of something.

2.

Terrain

a) The shape and height of the land.

3.

Coastline

b) The land next to the sea.

4.

Cliff

d) A steep wall of rock or earth.

Do Now: Fact Check

Did you know?

The UK has over **11,000 miles** of coastline.

Cultural Capital

In **Sicilia**, many people live by the sea. They use the sea for **fishing** to catch food.



Recap: Transport Quiz

Answers on the next
slide...

In our last lesson, what was the safest way to move heavy goods in the past?

1. By Plane

2. By Ship

3. By Train

4. By Walking

Recap: Transport Quiz



In our last lesson, what was the safest way to move heavy goods in the past?

1. By Plane

2. **By Ship**

3. By Train

4. By Walking



Our Job Today

Say the Job

We are **Coastal Checkers** for the King.

The Task

We must check the land. We need to label the parts of the coast so the ship lands safely.

What do you see?



Look at the Photo

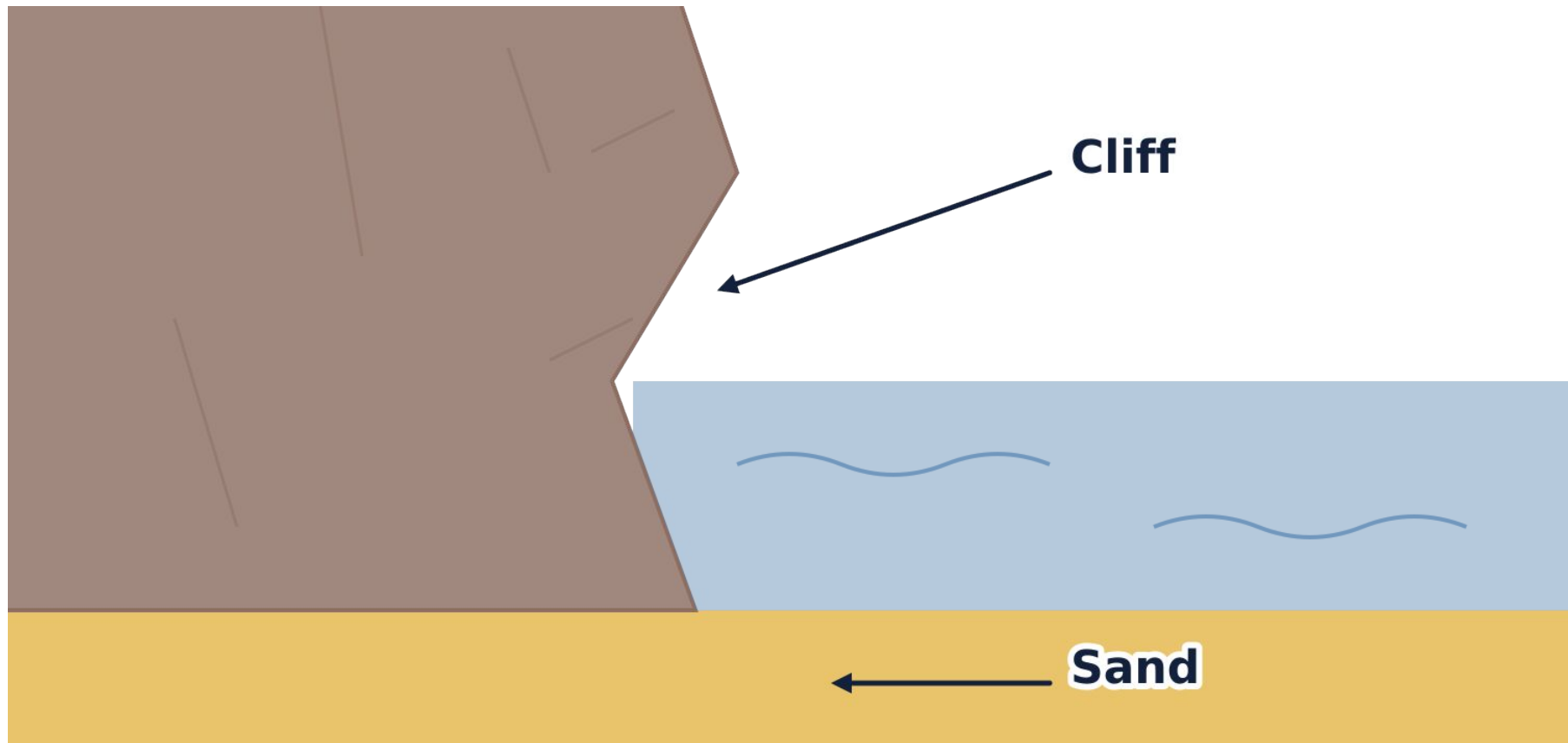
This is a coast. It has different parts.

Two Key Parts

Cliff: A high, steep rock face.

Sand: Soft, small pieces of rock found on the beach.

Modelling: How to Label



True or False

A cliff is a good place for a ship to land safely.



TRUE



FALSE

Answers on the next slide...

True or False



A cliff is a good place for a ship to land safely.



FALSE

No. A cliff is too high and steep. A ship would crash! Ships land on the beach or sand.

Try It Yourself



Look at the photo of the coast on your sheet. Use the word bank to label the features. Match the feature to the risk (e.g., Cliff = Falling). **Stretch:** Add a sentence describing the sea.

Risks at the Coast



Cliff

The rock can fall down. It is dangerous to stand under it.



Tide

The sea moves in and out. You can get stuck if you don't watch.

Discuss!



Think and Share

Why is it important for a ship captain to know about cliffs and tides?

Discuss!



You might have said...

To keep the ship safe.

To stop the ship from crashing.

To keep the crew and passengers safe.

Review: What We Learned

We can label the coast.

We know the risks.

We are ready to help the King!





Weather and Seasonal Clothing

Packing for a Winter Journey

Do Now

Answers on the next
slide...

What season comes after Autumn?

1. Summer

2. Winter

3. Spring

4. Autumn

Do Now



What season comes after Autumn?

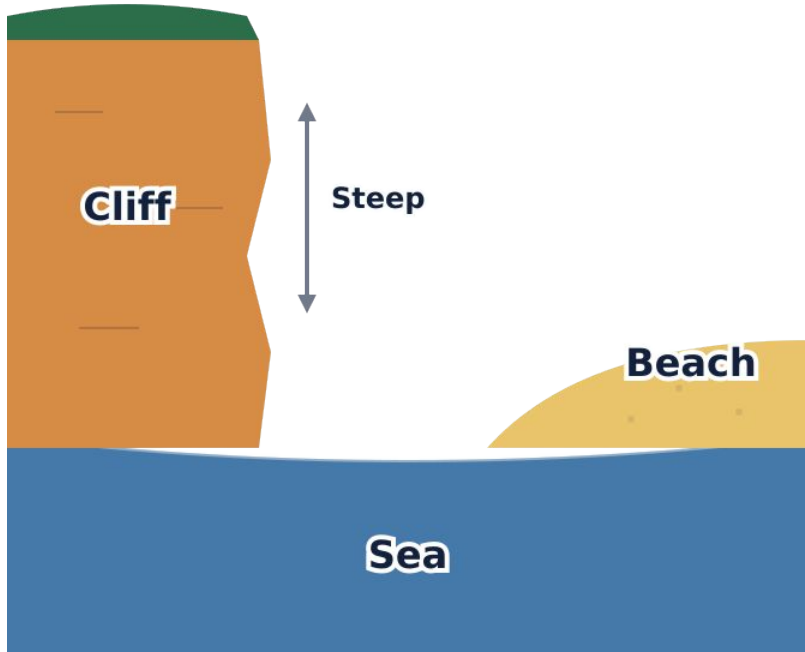
1. Summer

2. Winter

3. Spring

4. Autumn

Recap: Coastal Features



Look at the diagram

Find the **cliff**. It is high and steep.

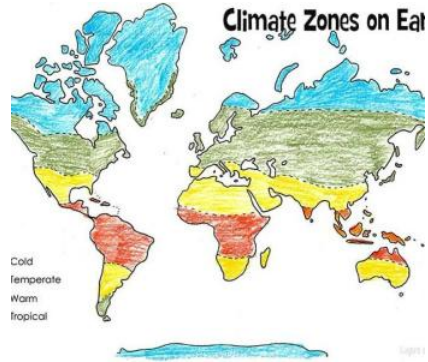
Find the **beach**. It is flat and sandy.

Key Vocabulary



Season

The time of year. Spring, Summer, Autumn, Winter.



Climate

The usual weather in a place over a long time.



Forecast

A prediction of what the weather will be like.



Temperature

How hot or cold the air is. We measure it in degrees.

Two Very Different Places



Bohemia

This place is very cold in winter.
It often snows.
You must wrap up warm.



Sicilia

This place is warm.
The sun shines a lot.
You do not need heavy clothes.

Cultural Capital

Festivals in January

In many places, winter festivals happen in early January.

People celebrate together to stay happy in the cold.



How to Choose Clothes



Sentence Frame

Use this frame to help you choose:

'I will wear ___ because it is ___.'

Think First

Look at the weather. Is it hot or cold?

Model: Worked Example

Destination: Bohemia (Winter)

The Choice

I will wear a **heavy coat**.

The Reason

Because it is **very cold** and **windy**.

This keeps me warm and safe.



Try It Yourself



Your turn to pick an outfit.

Task: Choose one item for Sicilia in Summer.

Use the frame: 'I will wear ___ because it is ___.'

Hint: It is hot and sunny there.

True or False and why?

You should wear a thick woolly coat in Sicilia during summer.



TRUE



FALSE

Now it's time to explain why...

True or False and why?

You should wear a thick woolly coat in Sicilia during summer.



Why is that?

- a) Correct! Sicilia is hot, so you need light clothes.
- b) Incorrect. A thick coat is for cold weather. Sicilia is warm in summer.

Answers on the next slide...


True or False and why?



You should wear a thick woolly coat in Sicilia during summer.



Why is that?

- a) Correct! Sicilia is hot, so you need light clothes. 
- b) Incorrect. A thick coat is for cold weather. Sicilia is warm in summer.

Independent Task



Pack the Suitcase

The Job: You are travelling to a **winter storm** in Bohemia.

Sort the cards: Put the right clothes in the suitcase.

Support: Look at the pictograms for sun, rain, and snow.







Stretch: Why is a rain jacket better than a t-shirt? Explain why.

PREVIEW

final assessment to
check for understanding

Name: _____ Date: _____

Telling Time Assessment


 :	 :	 :
 8:00	 5:15	 11:40

Circle the time each activity probably took place.

I woke up and brushed my teeth. 7:10 AM or 7:10 PM

I ate my lunch at 7:25 AM or 12:25 PM

I took a shower before 8:45 AM or 8:45 PM



Quality Check

2 Minute Timer

Check your labels:

1. Did you pick clothes for the cold?
2. Did you use the sentence frame?

Take your time. Check it twice.



Landmarks and Directions

Finding Your Way Without a Phone

Key Words



Landmark

A clear object or place that helps you know where you are.



Direction

The way you need to go to get somewhere.



Navigation

The skill of planning and following a route.

Do Now: Match the Landmark

Where are these famous places?

Big Ben is in...

The Statue of Liberty is in...

Cultural Capital

Shepherd's Cottage is the key place in our story today.



True or False

It always snows in winter, everywhere in the world.



TRUE



FALSE

Answers on the next slide...

True or False



It always snows in winter, everywhere in the world.



FALSE

Not everywhere! In Sicilia, it is warm and sunny even in winter.



Why Use Landmarks?

No Signal? No Problem.

Landmarks help travellers find their way **without a phone**.

Look Up!

Big buildings, mountains, and statues act as signposts.

How to Give Directions

Use Order Words

When you tell someone how to go, use time words.

First

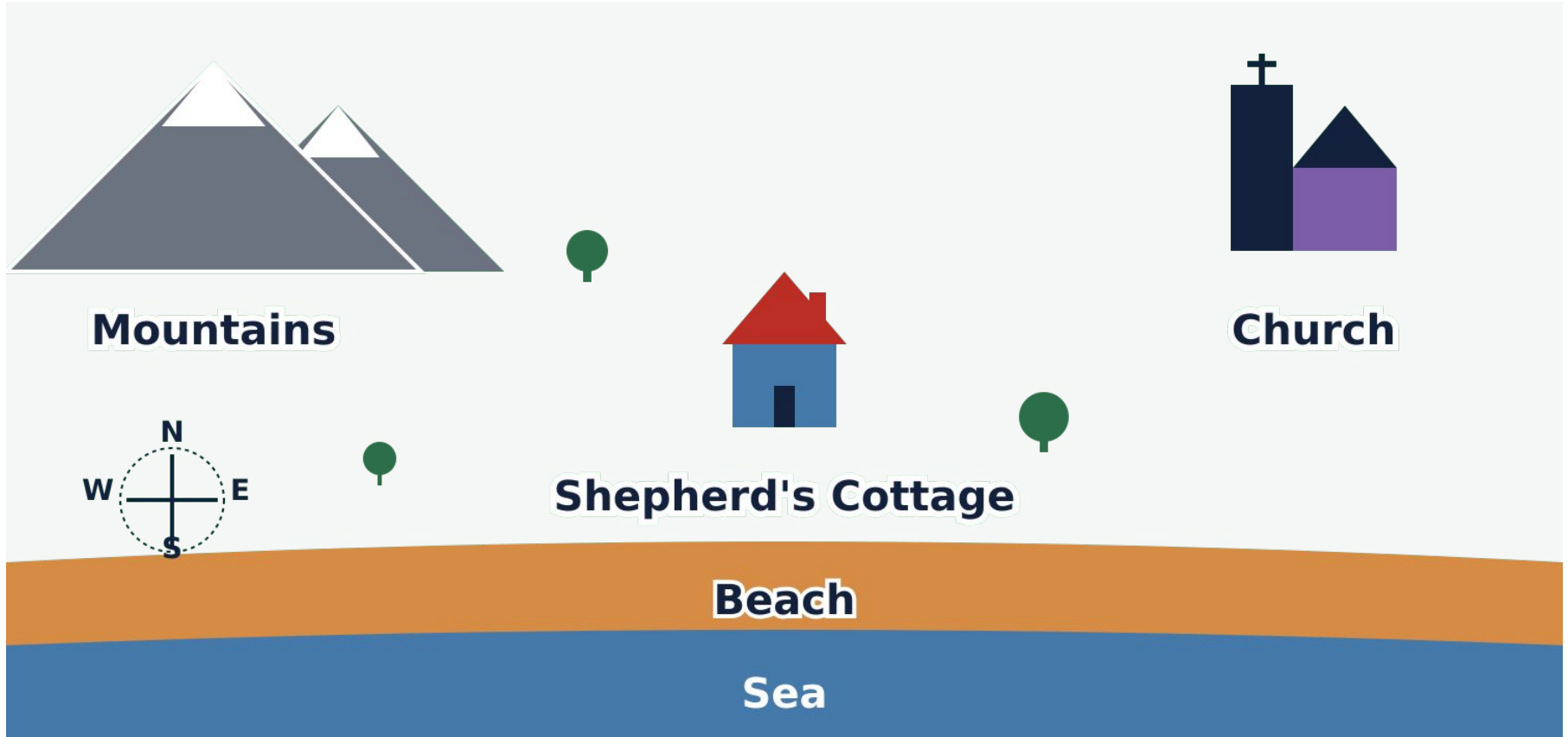
Next

Then

This makes the steps clear to follow.



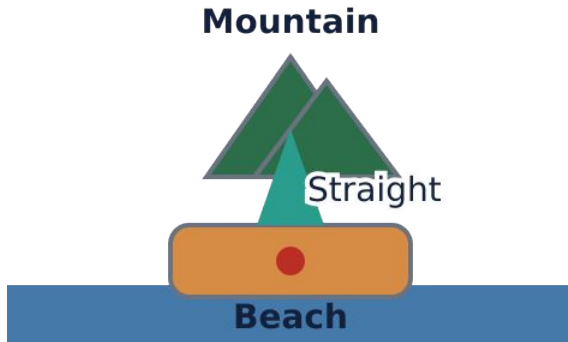
Map of the Area



Model: From Beach to Cottage

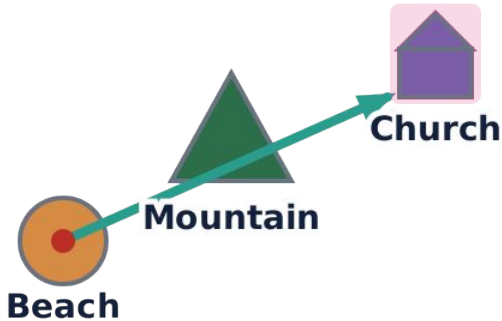
First

Start at the beach. Look up at the mountain.



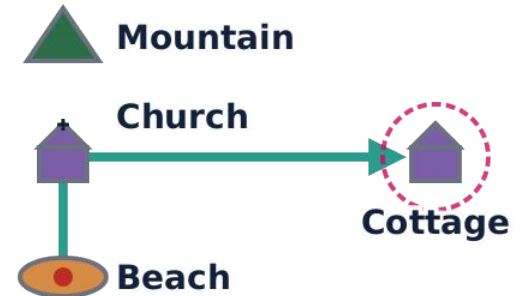
Next

Walk straight until you see the church.

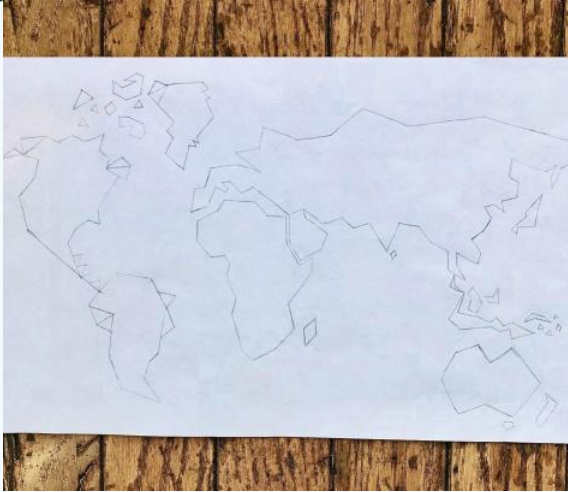


Then

Turn right at the church to find the cottage.



Your Turn: Draw the Path



Get your worksheet. **Draw a line** from the Beach to the Shepherd's Cottage. Use the map to help you.



Independent Task: Guide the King

The Mission

Use **arrows** and the **word bank** to guide the King to safety.

Word Bank

Left, Right, Straight, Turn.

Anchor Point

Do: Draw arrows on the map.

Why: Leaders give clear directions.

Time: 10 minutes.

Discuss!



Speaking Like a Leader

Tell your partner how to get from the Mountain to the Cottage. Use the words: 'First, Next, Then'.

Discuss!



You might have said...

First, go down the hill.

Next, turn left at the big tree.

Then, walk straight to the door.



Review: Good Directions

What did we learn?

- Landmarks help us find our way.
- Use 'First, Next, Then' to give clear steps.

Next Time

I will try to add a 'Warning' sign for the bear!



The Return Journey Map

Planning the way back home



Do Now: Shadows Move

Did you know?

Shadows move during the day.

People used the **sun** to tell the time and find their way home before clocks existed.

Cultural Capital

Shakespeare's Theme

Returning home after a long time is a major theme in *The Winter's Tale*.

It is a big moment in many stories.



Key Words



Journey

A trip from one place to another.



Destination

The place you are going to.



Obstacle

Something that blocks your way.



Return

To go back to where you started.

Our Job Today

Map Makers

We are map makers for the Prince.

We need to plan a safe **return route** for him.

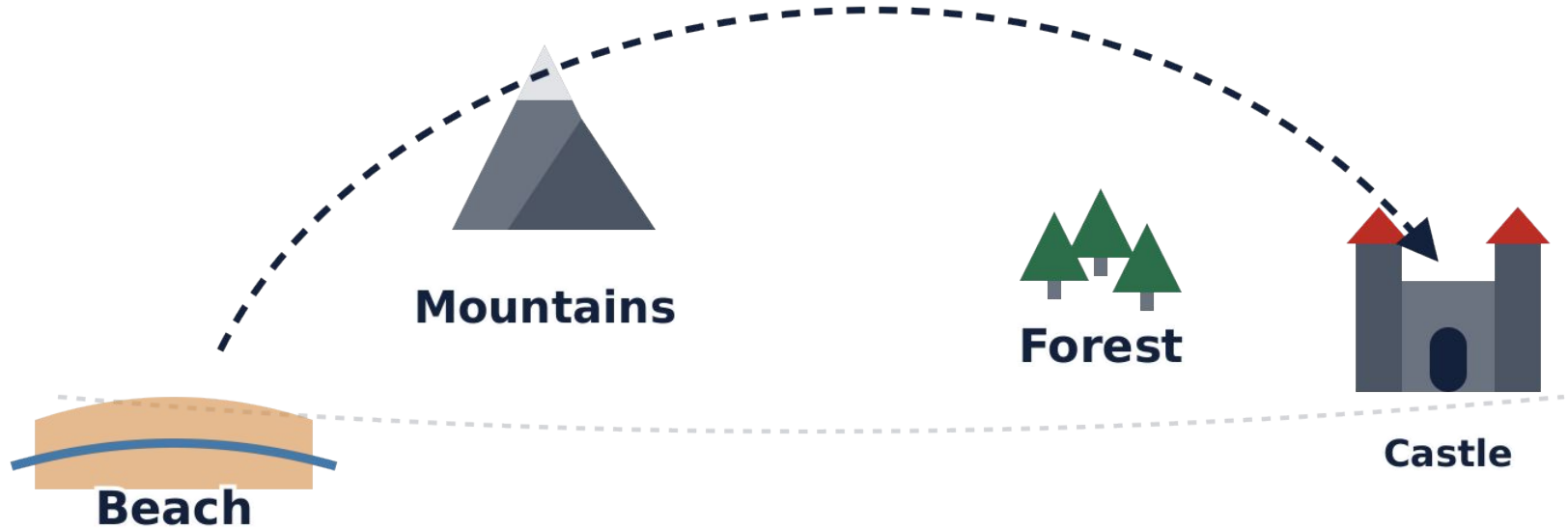
The Golden Thread:

We show **confidence** by making clear plans.



Model: The Return Route

Return Route



Model: Adding Detail



Look at the Map

1. The line shows the way back.
 2. It is **different** from the way there.
 3. We add a **Forest** icon on the path.
- This shows the Prince where the woods are.

True or False and why?

The return route must be exactly the same as the way there.



TRUE



FALSE

Now it's time to explain why...

True or False and why?

The return route must be exactly the same as the way there.



Why is that?

- a) Correct: It is safer to find a new path.
- b) Incorrect: You might need a different way to avoid danger.

Answers on the next slide...

True or False and why?



The return route must be exactly the same as the way there.



Why is that?

- a) Correct: It is safer to find a new path. 
- b) Incorrect: You might need a different way to avoid danger.

Your Task: Create a Map

Draw a return map.

1. Draw a line from the **Beach** to **Sicilia**.
2. Make the path **different** from the way there.
3. Add icons for **Landmarks** (like a Forest or Mountain).

Anchor Point:

Do: Draw the path.

Why: To guide the Prince safely.

Time: 15 minutes.



Discuss!



Stretch: Why Change?

Why might an alternative route be safer for the Prince?

Discuss!



You might have said...
It might avoid storms.
It might avoid enemies.
It might be faster.



Review and Exit

What I learned:

I can plan a return journey.

What I will try next time:

I will add more detail to my map key.

Evidence:

Take a photo of your map for the Earwig box.



Making a Map Legend

How to Read and Draw Map Keys

Recap: Map Symbols

Answers on the next
slide...

What does a blue line usually mean on a map?

1. A road

2. A river

3. A forest

4. A mountain

Recap: Map Symbols



What does a blue line usually mean on a map?

1. A road

2. A river

3. A forest

4. A mountain

Do You Know?



Maps All Over the World

Maps use the **same symbols** everywhere.

This means anyone can read a map.

Cultural Capital

Ordnance Survey maps are used by hikers in the UK. They are famous for clear symbols.

Key Words

Symbol

A small picture or shape on a map.
It stands for a real place.



Legend

Map legend:
explains symbols.

Scale

Shows how big
the map is
compared to real
life.

Feature

A thing you can
see on the land.
Like a hill, river,
or building.

The Legend (Key)

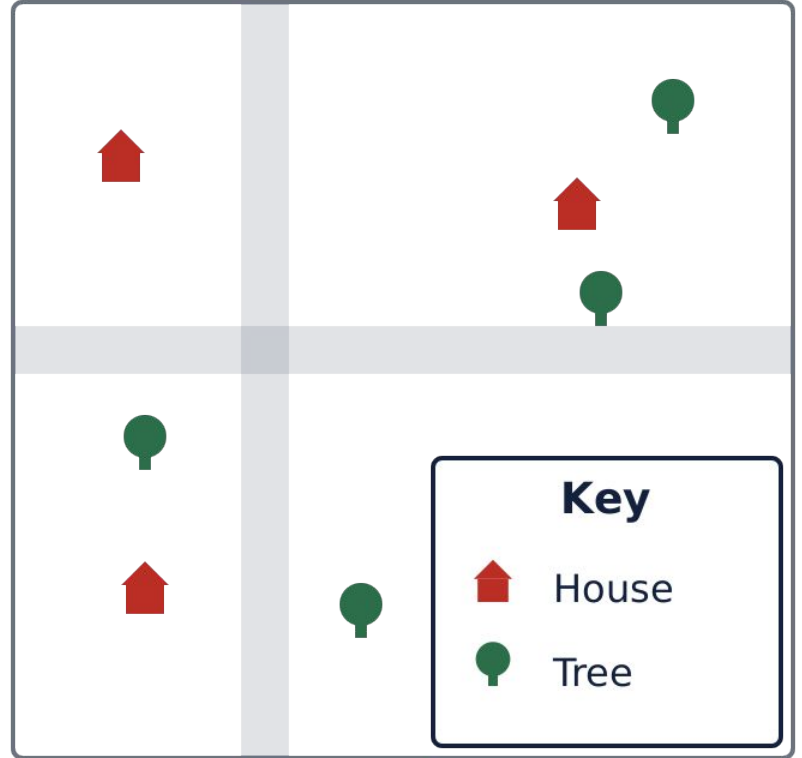
What is a Legend?

A **legend** is a list of symbols.

It tells you what each picture means.

Where is it?

It is usually in the **corner** of the map.





Model: Green Triangle

The Rule

A **green triangle** means a **tree**.

Look at the Map

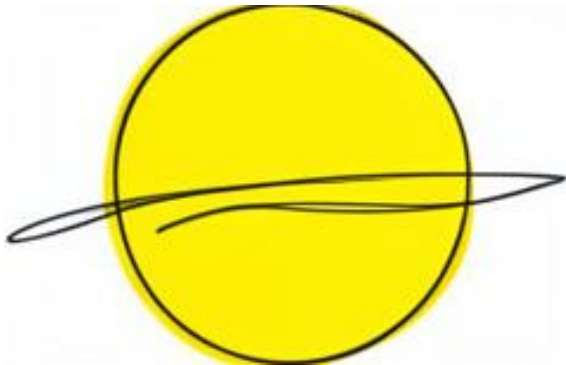
When you see a green triangle, you know there is a tree in that spot.

Design Your Symbols



Beach Symbol

Draw a symbol for a Beach. Maybe use a yellow shape.



Palace Symbol

Draw a symbol for a Palace. Maybe use a blue square.

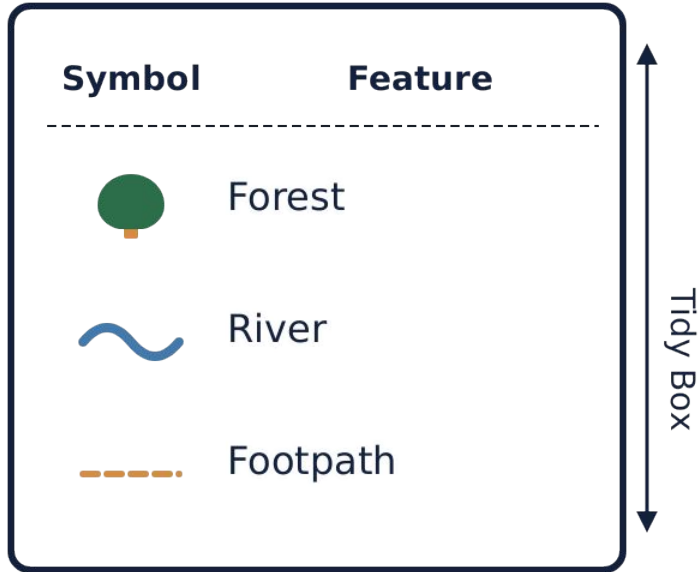


Forest Symbol

Draw a symbol for a Forest. Maybe use a dark green shape.



Model Legend Box



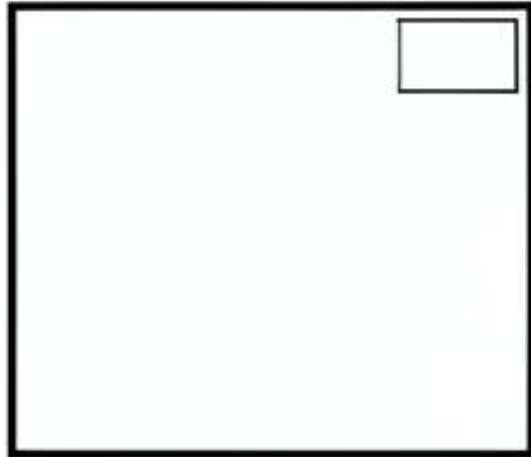
The Box

A legend needs a tidy box.

Inside the Box

1. Draw the **symbol**.
2. Write the **name** next to it.
3. Keep it **neat**.

Your Turn: Journey Map



Draw your full journey map. Add a **tidy legend** box in the corner.

Support: Circle the correct symbol meaning from the choice box.

Stretch: Add a **scale bar** or a **North arrow** to your map.

Discuss!



Peer Check

Swap maps with a partner. Check their legend. Does it look tidy? Can you read the symbols?

Discuss!



You might have said...

The symbols are clear.

The legend box is neat.

The symbols match the journey.

True or False

A legend tells you what the symbols on a map mean.



TRUE



FALSE

Answers on the next slide...

True or False  



A legend tells you what the symbols on a map mean.



TRUE

Yes! The legend explains every picture on the map so you can read it.

What I Learned Today

My Learning

I can make a **legend** for a map.

I can draw **symbols** for places.

Next Time

I will try to add a **compass** to my map.

