Year 1 Summer Term 2 Knowledge Organiser

Subject	Key vocabulary	Meaning	Key facts	Key knowledge	Key Skills I will learn	I know more I
	–				learn	can do
	<	Less than (Smaller)	Greater Than (>) and Less Than (<) Crocodies	- I can understand	- I can say how many	- I can
	>	Greater than (Bigger)		that the 1st digit in	10s and 1s are in a number	understand what numbers
	Place Value	The value of each digit in a number, a digits value depends on where it is placed in a number.	greater than	 a number is the 10s I can understand that the 2nd digit in 	- I can say if a number is less than or greater	what numbers are less than or greater than
	Digit	The way to show a number		a number is the 1s	than another number	based on my
	Turn	Moving an object or picture a set amount	less than	- I can understand that the symbol	- I can order events based on the time that they happened.	10s and 1s knowledge
	Direction	Which way to move	tens ones	opens to the	- I can name the 7 days	- I can talk about the days of the
a)	Money	£s and pence		greatest number	of the week	week with the language yesterday and tomorrow. I can tell the time on a clock to the hour and half past the hour I can talk about time in relation to parts of the day.
amu	O'Clock	Minute hand points to the 12	000	and points to the smallest number I can understand that turns can be described as fractions I can know that I can use left and right to direct someone I know I can order events based on the time they happened. I know which hand is the minute hand on a clock I know which had is the hour hand on a clock.	 I can name the 12 months of the year I can say which day was yesterday from any day of the week I can say which day will be tomorrow from any day of the week I can say the time to o'clock I can say the time to half past I can draw the hands on a clock for o'clock times I can draw the hands on a clock for half past times. 	
0 >	Half Past	Minute hand points to the 6	2 3			
h &	Before	Something that has happened first				
, Weigl	After	Something that has happened second				
ight	Morning	When the day begins	23			
F	Afternoon	After lunch				
th 8	Evening	From tea time and after	Quarter Turn Half Turn			
eng.	Yesterday	The day before today	Left Right			
Maths – Length & Height, Weight & volume	Tomorrow	The next day after today				

			British Coins and Notes	
			Ip 2p 5p 10p 20p 50p £1 102 cone prompt two pence five pence ten pence twenty pence fifty pence one pounds ES £10 £20 £50 £50 £50 £50 £50 £50 £50 £50 £50 £5	
			Days Of The Week Vesterday Today Tomorrow Widnesday Friday Sunday Saturday Tuesday Thereday Honday	
English – Instruction writing, Non-fiction writing, Stories from another culture	recount Sentence Adjective Noun Verb	Writing which tells the reader about an event A group of words put together to mean something A describing word People, place or objects Doing words	- I can understand that a sentence needs a capital letter, full stop and finger spaces - I can understand that a verb is a - I can write clear sentences which make sense I can write my sentence with a capital letter, full stop and finger spaces - I can understand understand that a verb is a	 I can use my skills to write a recount of an event. I can use my skills to write a leaflet.
English – Instruction writ from ar	Curly caterpillar letters	Letters that start with the c shape, C, a, d, g, q, e	doing word I can understand that noun is a person, place or object doll shoe - I can ferm my letters correctly	

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Reach over robot letters	Letter that start at the top, go down the body of the shape, back up and over in an arch, r, h, n, m, b, p A description of something that has happened, either true or made up	green clever long Adjectives An adjective is a word that describes a noun (the name of a thing or a place). beautiful	- I can understand that an adjective is a describing word - I can describe how to form all of my letters	
Fiction	Something that is made up or not true	Characters Who is the story about?		
Non-fiction	Something that is factual and true	This may be people, animals, and sometimes objects that are alive.		
Ladder letters	Letters which start at the top and continue down into a curve at the bottom	Setting		
Zig zag monster letters	Letters which go in a diagonal motion at some point in the letter.	Where and when does the story take place?		
		Curly Caterpillar Letters C C Q Q Q Q Q Q Q Q Q Q Q Q Q Q Q Q Q		

			Zigzag Monster Letters Ladder Letters			
Science – Seasonal changes & weather patterns	Seasons Summer weather Daylight	In summer, the weather gets hotter. The daytime is long and the nights are short. Summer has the longest days. The trees are full of leaves and there are lots of flowers, bees, butterflies and other insects. The weather includes the temperature outside, the wind direction and strength as well as rain, cloud, snow and sun. Daylight is when it is light outside. The amount of daylight changes with each season.	Designs hours each manch: Month Stopt Oct New Des Jan Feb Mar Apr May June July Aug	- I know that there are the longest amount of daylight hours in Summer I can understand that my environment changes in Summer	 I can recognise weather that happens in Summer I can identify signs of summer. 	- I can sort weather into weather that is seen in Summer and weather that isn't.
History Previos half term						

			Tear I Janimier Term 2 Knowleage	- 0		
Geography	continents countries landmarks	One of the worlds continuous expanses of land. A nation with its own rules occupying a particular area of land. Famous object or feature – it makes for an easily recognisable location	*North America *South America * Europe * Africa * Asia * Antarctica *Oceania	I am aware that there are 7 continents	- Identifying continents from looking at a map	- I can name each continent - I can remember a famous landmark from a continent
omputing – Programming & Coding& word processing (To be completed across Summer 1 and Summer 2)	Action Code	Types of commands which are run on an object. They could be used to move and object or change a property. Instructions written using symbols or words that can be interpreted by a computer	Open, close or share Save your work a file Design	 I can understand what a code is. I can understand where codes can be found. I can understand what instructions are. 	 I can predict what might happen when instructions are followed. I use code to make a computer program I can plan and make a 	- I can experiment with making codes and begin to debug them when a problem
	Event	Something that causes a block of code to be run	Open design mode in 2Code Switch to code mode The background A 'when clicked' code block A 'when clicked' code block Code block	 I can understand what object and actions are. 	computer program.	occurs.
	Algorithm	A precise step by step set of instructions used to solve a problem or achieve and objective	An object property Sound output block			
gramm ted acr	Command	A single instruction in a computer program				
– Pro mple	Execute	To run a computer program				
Computing – Programming (To be completed across	Background	The part of the program design that shows behind everything else. It set the scene for the story or game.				
	Debug/Debu gging	Finding a problem in the code and fixing it.				

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	Input	Information going into the computer. Can include moving or clicking the mouse, usign the keyboard, swiping and tilting the device. Detailed information about how something should be done.			
	Properties	All objects have properties that can be changed in design or by writing code e.g. image, colour, and scale properties			
	Scene	The background and objects together create a scene.			
	Object	An element in a computer program that can be changed using actions or properties.			
	Run	The cause the instruction in a program to be carried out.			
	Sound	This is a type of output command that makes a noise.			
	Output	Information that comes out of a computer e.g. sound.			
	Scale	The size of an object.			
king	Brief	An outline of what model or product is wanting to be made.	Design Brief		
DT – Designing and making motor cars	Design	A drawing which is annotated with features of the model and materials which could be used.	A design brief is a document or set		
	Create	Physical process of making the model which has been designed.	of instructions for a design project. The design brigf outlines what the purpose of the project is and instructions for what is required.		
DT-D	Evaluate	Comparing the model made with the original design, thinking about it's suitability to the brief.			

			Model Design			
			Evaluation: DT project Year 2 Name: Name of article designed: What I did well: What I could improve:			
Music (Continues over Summer 1 and Summer 2)	songs	A set of words or a poem set to music and meant to be sung.	listening to, appraising and learning a variety of fun and enjoyable songs.	- I can hear the beat and rhythm	- I can listen carefully	I can listen in order to find the beat in the music I can share my thoughts about the song
	Percussion instruments	An instrument that makes a sound when it is hit, shaken or scraped.		- I can keep time to the beat	- I can listen carefully	- I can play an instrument in time with the beat.
	Sea shanties	A genre of traditional folk song that was once commonly sung as a work song to accompany rhythmical labour aboard large merchant sailing vessels.		 I can understand where sea shanties originate from I can understand what a round in 	 I can sing a simple sea shanty song I can sing a song in the form of a round 	- I can experiment with adding more rounds to a song and
(Continu	note	The sound made which can vary in pitch		music is - I can understand what tempo is		discuss which sounds best and why.
	tempo	The speed of the music or song		- I can understand what pitch is		

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	round	When each voice enters after a set interval of time, at the same pitch, using the same notes.	Sailors working on ships	- G		
			The highness of sound high			
			C D B F G A B C			
			Tempo			
			Round			
			Row your Boat o Rand Row, now, now your beat goat is done the stream; see string, near-string,			
PE – Hockey, Athletic races	running	An action to move quickly with the correct technique using arms and legs as effectively as possible.		 I can describe what balancing means I can explain how to run effectively 	- I can effectively balance a variety of objects on different parts of my body.	- I can balance an object on a part of my body without dropping it,

	Balance	Sport which involves a hockey stick to hit a ball and score goals. the ability to maintain a controlled body position during task performance	Running Hockey	I can explain how to hold a hockey stick I can explain why hockey sticks are held in a particular way. I can explain which part of the hockey stick is used to hit the ball.	 I can run using bent arms which swing forwards and backwards to propel my legs faster. I can effectively hold a hockey stick I can use a hockey stick to hit a ball and manoeuvre it in a variety of directions. 	showing control over my body. I can run a length of the field in 30 seconds. I can dribble a hockey ball around a set of cones.
	church	A building where Christians go to worship God		- I can understand that different features of the church have a	I can describe each features use or purpose.	I can identify different features of the
RE –	font	A ceremonial pool of water where babies are baptised or Christened		different purpose - I can name different parts of the church	I can describe the role that people who belong to the church .	church and their purpose when shown a
	Stained Glass windows	To show events of the bible in pictures		I can understand that the church can also mean the people who	have.	picture. I can name the people of the

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	Alter	A table to place the bible and		use or work for the		church and
		the sacraments for Holy		church.		their role when
		Communion (Bread & Wine)	Inside the Church There are some features you might see:	- I can name people		shown a
	Pews	Wooden benches for	The cure some journey god mayne see.	who work for or use		picture.
		worshippers to sit on	Pew - The benches where people sit.	the Church		
	Pulpit	a raised platform in a church,	trial &			
	_	usually enclosed, where the	Altar - The table used during church services such as the Eucharist.			
		minister stands to speak to	Auto			
		the congregation	Organ - An instrument used to play hymns.			
	Congregatio	A group of people who attend				
	n	church for spiritual guidance				
		(Like children in class)	Features of a Christian Church			
	Vicar	A person who helps others	There are some features you might see:			
		learn and talk about God.	A cross - This reminds people that Jesus died on a cross.			
		(Like a teacher at school)	Some churches are even built in the shape of a cross.			
	Bishop	Is in charge of the vicars	A bell tower - The bell used to be rung to remind people it			
		oversees their work. (Like a	was time to go to church.			
		headteacher)	Stained glass windows - These often show pictures of Bible			
	Arch Bishop	Is in charge of the bishops	stories			
		(Like inspectors who check schools) There are 2				
		Archbishops of Canterbury				
		and York	Inside the Church			
	The Queen	Head of the church and in				
	The Queen	charge of the archbishops.	Font - A basin used for baptisms. Candle - They are lit to represent God's love.			
			Pulpit - A raised part of the church			
	prayer	A way to talk to a spiritual	that someone might read from.			
	' ′	leader e.g. God, Allah	the people.			
			Have you seen any of these things? Talk to your partner about when you have seen any of these things being used.			
			thought and the second			
	Lord's prayer	A prayer that Christian's	1			
		believe Jesus taught his				
		disciples.				
	Strengths	Something that someone is	*Individual strengths	I can recognise what	I can recognise my own	I can celebrate my
	Jucinguis	good at.	*Individual abilities	strengths are.	strengths and what makes	strengths.
PSHE		900 4	*Perseverence	33. 38413 41 61	me individual	I can celebrate the
9,			*Celebrate individual strengths of			strengths of my
			ourselves and those our friends have			friends.