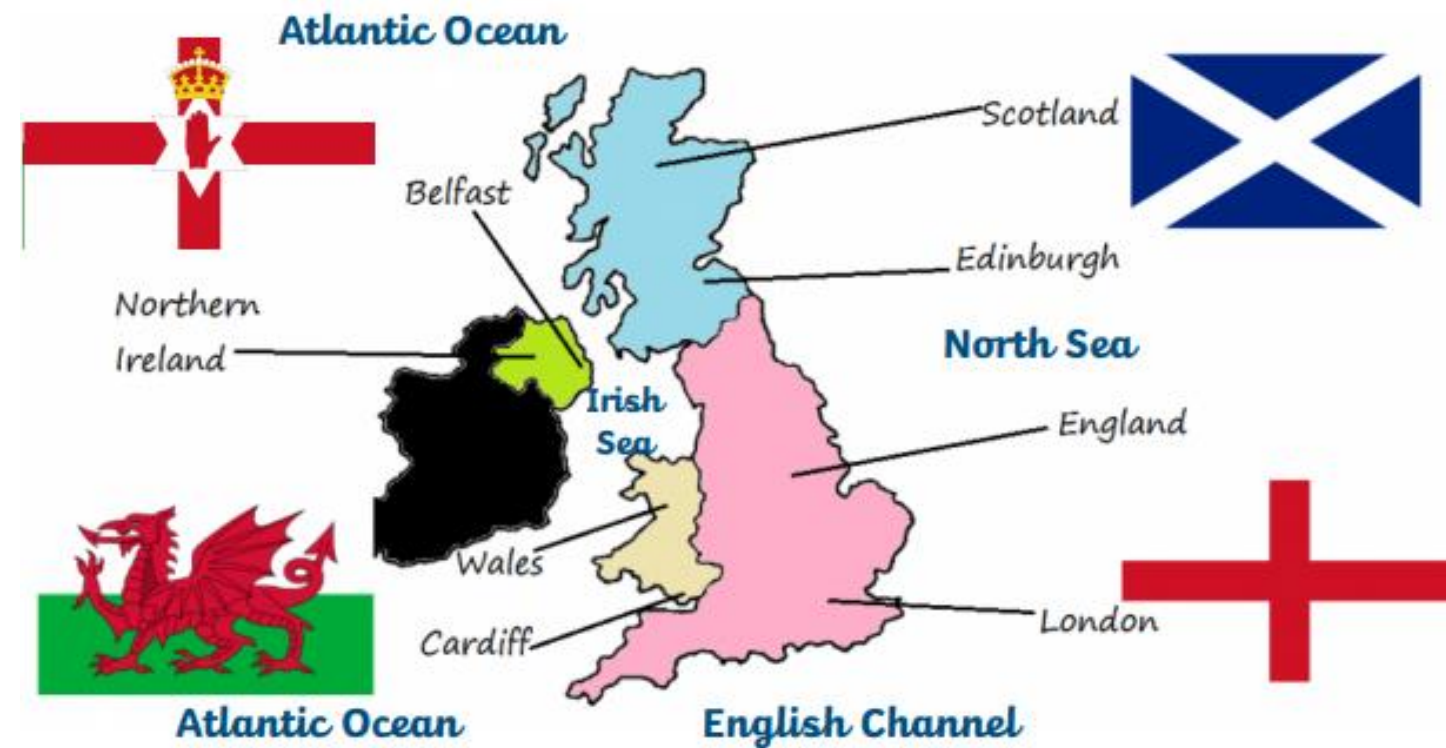


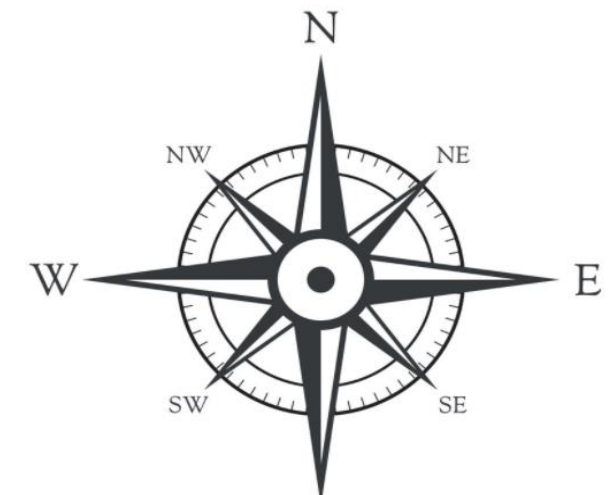
Knowledge Organiser - Near and Far

The United Kingdom

United Kingdom



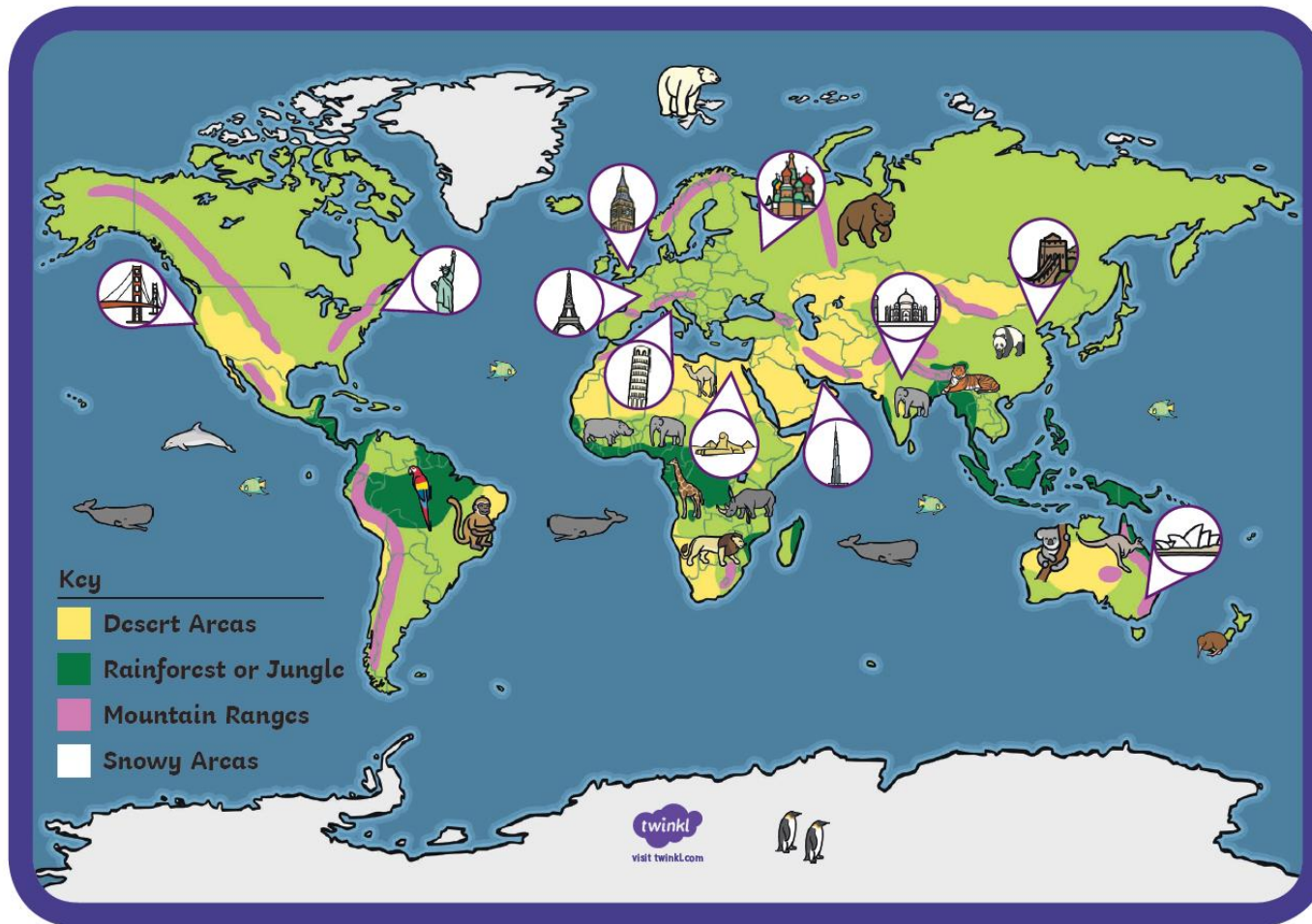
Direction and Map Skills



The four main points of the compass are North, East, South and West. A map gives us information about places. They tell us where places are and help us to identify where things are located. From maps, we are able to identify roads, schools and other places of interest. A map uses symbols to show where the places are. These symbols are explained in a key.

Landmarks

Landmarks are features or structures around the world that are easily recognised or unique.



Physical and Human Features

Human features are man-made, such as towns, buildings and bridges.

Physical features are naturally occurring. Such as mountains and rivers.



Local Area

It is very important that you are able to give your opinion and say what you think about something. What do you like and what do you not like about the place you live?



Key Word	Definition
local area	The area around where you live.
compass	A tool for finding direction.
locality	A human settlement: city, town or village.
country	Land that is controlled by a single government.
fieldwork	Working outside to collect information.
UK	The United Kingdom of Great Britain and Northern Ireland.
landmark	A feature of the landscape or area that is easily recognised.
route	How you get to somewhere.



Knowledge Organiser: Animals, including humans

All about me

Careers connected to the human body:
doctor, nurse, massage therapist,
personal trainer, theatre technician



Lesson Sequence



1. Discover the basic parts of the human body



2. Learn about your eyes and sight



3. Learn about your ears and hearing



4. Explore the tongue and taste

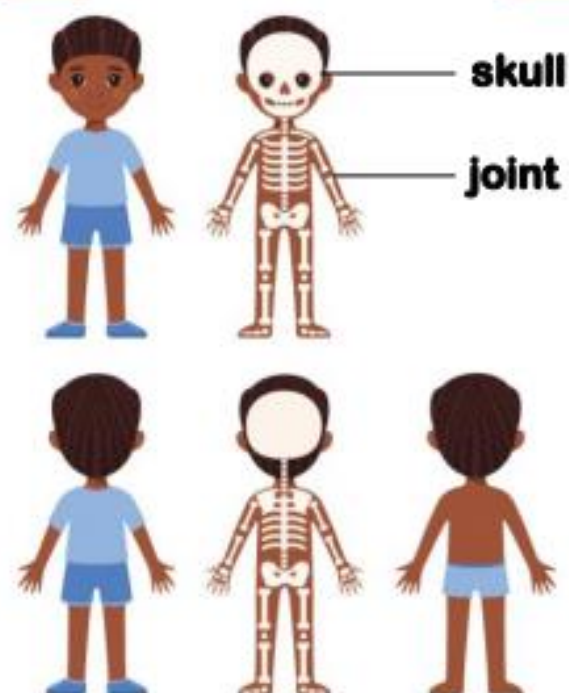


5. Explore your sense of touch

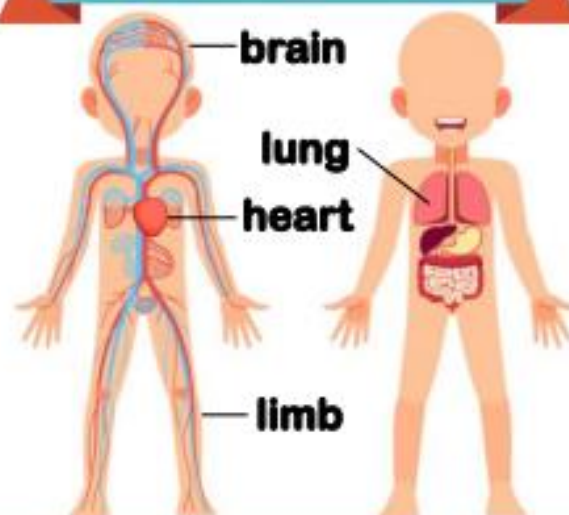


6. Discover how your nose smells

Human Skeleton



The Human Organs



BODY PARTS



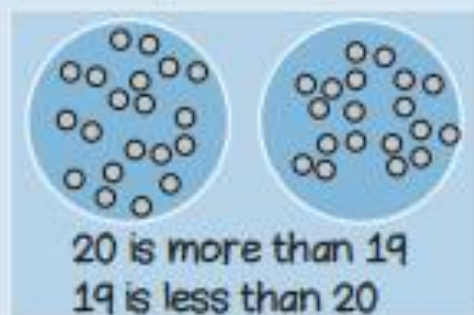
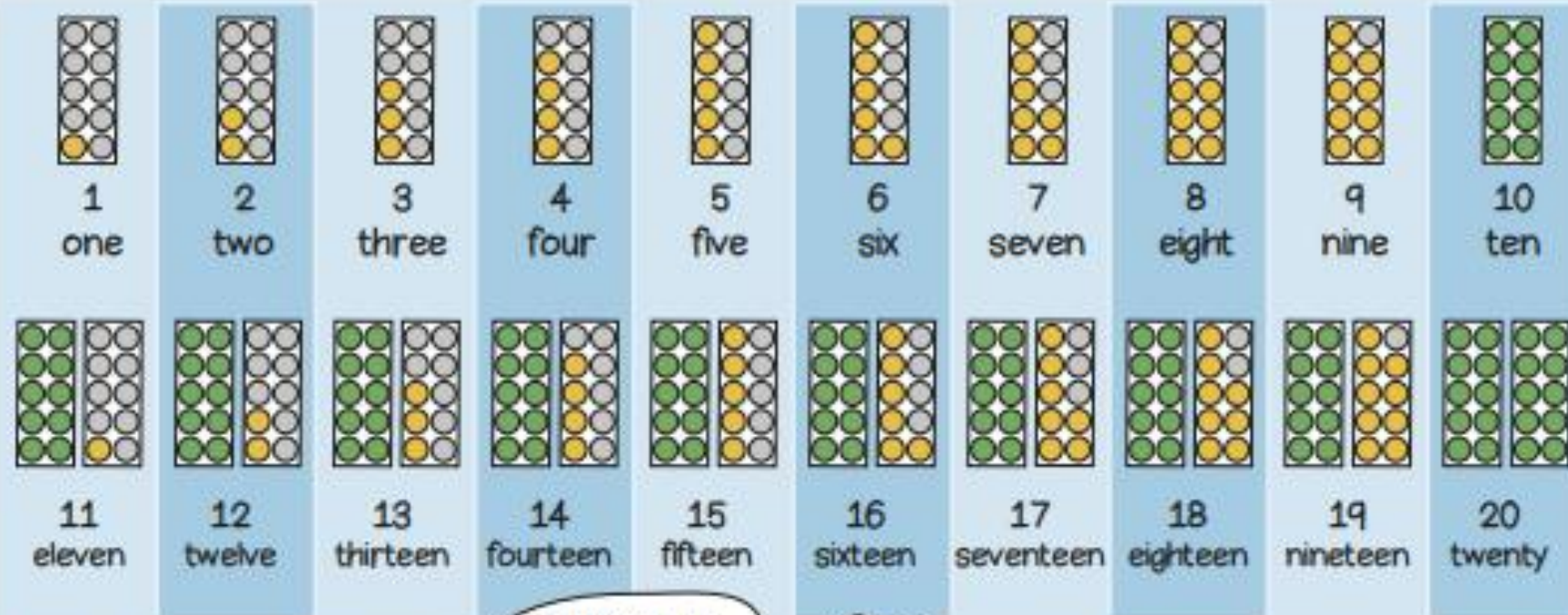
5 SENSES





Rocket Words

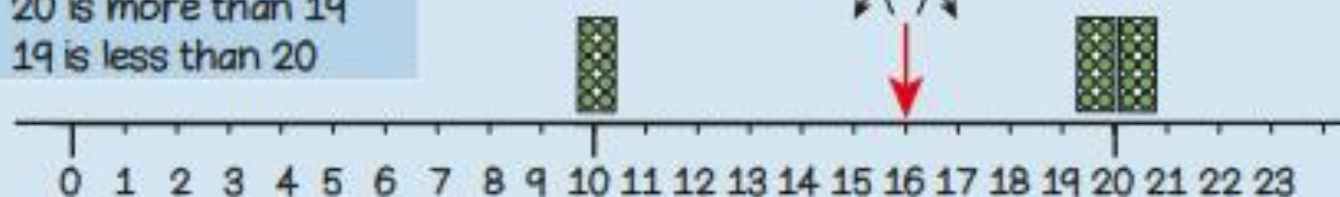
head	the top part of a human or an animal's body
body	the whole of a human or animal, including the head, brain, heart, legs and arms
brain	the control centre of the body
pupil	the black spot in the middle of the eye that lets in light, colour and shapes
ear	the organs, or body parts, in humans and many other animals that allow them to hear
sound	vibrations, or sound waves, that we can hear
tongue	moving organ in the mouth that is used for talking, tasting, eating and licking
taste	the sense by which sweet, sour, bitter, or salty flavours are detected through taste buds in the tongue



Stop and look.
What do you notice?

1 less than 16 is 15 1 more than 16 is 17

1 less 1 more

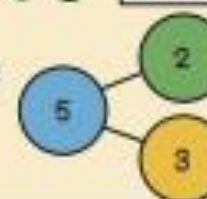


number
digit
less
more
greater
ones
tens

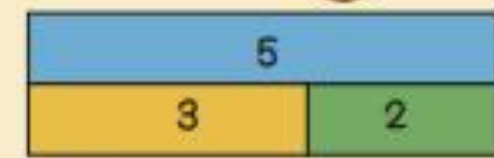
$5 = 5 + 0$		$5 - 0 = 5$
$5 = 4 + 1$		$5 - 1 = 4$
$5 = 3 + 2$		$5 - 2 = 3$
$5 = 2 + 3$		$5 - 3 = 2$
$5 = 1 + 4$		$5 - 4 = 1$
$5 = 0 + 5$		$5 - 5 = 0$

$6 = 6 + 0$		$6 - 0 = 6$
$6 = 5 + 1$		$6 - 1 = 5$
$6 = 4 + 2$		$6 - 2 = 4$
$6 = 3 + 3$		$6 - 3 = 3$
$6 = 2 + 4$		$6 - 4 = 2$
$6 = 1 + 5$		$6 - 5 = 1$
$6 = 0 + 6$		$6 - 6 = 0$

5 is the whole
2 is a part
3 is a part



add
total
subtract
left



Year 1 Term 1

Rectangles are 2D shapes with 4 straight sides and 4 right angles



rectangle
triangle
square
circle
side
straight

Squares are special rectangles with all the sides equal



Triangles are 2D shapes with 3 straight sides



Circles are 2D shapes where the distance from the centre to the edge is always the same





Knowledge Organiser

Gymnastics Year 1

About this Unit

In gymnastics you learn to move your body in really fun ways. There are also lots of shapes that you can make with your body. In gymnastics, these shapes have special names.



Key Vocabulary



action	jump	speed
balance	level	squeeze
control	point	star
direction	roll	straight
	shape	travel

Ladder Knowledge



Shapes:

You can improve your shapes by extending parts of your body.

Balances:

Balances should be held for 5 seconds.

Rolls:

You can use different shapes to roll.

Jumps:

Landing on the balls of your feet helps you to land with control.

Movement Skills

- travelling actions
- shapes
- balances
- shape jumps
- barrel roll
- straight roll
- forward roll

This unit will also help you to develop other important skills.

Social respect, collaboration, sharing, work safely
Emotional confidence, self regulation, perseverance
Thinking comprehension, select and apply action, creativity

Strategy

Use a starting and finishing position so that people know when your sequence has begun and when it has ended.

Healthy Participation



- Remove shoes and socks.
- Make sure the space is clear before using it.

Home Learning

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk

Crabs and Scorpions



What you need: two markers, one player, one person to time

How to play:

- Mark a 6m distance using two markers.
- Place 10 x socks at the start marker.
- Transport the socks one at a time from one marker to the other.
- How many socks can you move in 2 minutes?

Rules:

- Socks must be carried on stomach on the way there (crab)
- Players must travel back on their hands and feet stomach facing down (scorpion).



www.getset4education.co.uk

If you enjoy this unit why not see if there is a gymnastics club in your local area.



This unit will help you to:

- balance
- move different body parts at the same time
- be more flexible
- be stronger

Head to our youtube channel to watch the skills videos for this unit.



@getset4education136



Knowledge Organiser

Fitness Year 1

Ladder Knowledge



Agility:

Bending your knees will help you to change direction.

Balance:

Looking ahead will help you to balance.

Co-ordination:

Using the opposite arm to leg at the same time helps you to perform skills such as running and throwing.

Speed:

Swinging your arms will help you to run faster.

Strength:

Exercise helps you to become stronger.

Stamina:

Moving for a long time can make you feel hot and breathe faster.

About this Unit

There are lots of things that can change our mood. How would each of the events below change your mood?



playing with friends



not eating breakfast



not much sleep

spending time with family

Exercise can really help to improve our mood and make us or keep us feeling happy. There are lots of different exercises we can do e.g.



Movement Skills

- run
- jump
- co-ordination
- stamina
- strength
- agility
- balance

This unit will also help you to develop other important skills.

Social communication, co-operation, support, work safely, kindness

Emotional kindness, perseverance, honesty, independence, determination

Thinking comprehension, creativity, problem solving, reflection, feedback

Strategy

Keep trying lots of different activities outside of school to find something you enjoy.

Healthy Participation



Behave and move in a safe way.

Home Learning

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk

What's the Time Mr Wolf?



What you need: 2 or more people

How to play:

- One person begins as 'Mr Wolf' and starts facing away from everyone else approx. 8m away.
- Everyone asks 'What's the time Mr Wolf?' Mr Wolf calls out a time.
- Whatever time is called is the number of steps you are allowed to take towards Mr Wolf.
- If Mr Wolf calls 'dinner time!', everyone must run away from Mr Wolf.
- Whoever is caught returns to the start line. The winner is the player who touches Mr Wolf.



www.getset4education.co.uk

Key Vocabulary



active	exercise	mood
bones	fast	muscles
brain	healthy	quick
breathing	heart	safe
calm	memory	strong

If you enjoy this unit why not see if there is an athletics club in your local area.



This unit will help you to:

- change direction quickly
- balance
- move different body parts at the same time
- be faster
- move for a long time
- be stronger

Head to our youtube channel to watch the skills videos for this unit.



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Y1 PSHE Jigsaw Knowledge Organiser Being me in my world

Puzzle Outcomes

- I know how to use my Jigsaw Journal.
- I feel special and safe in my class.
- I understand the rights and responsibilities as a member of my class.
- I know that I belong to my class.
- I understand the rights and responsibilities of being a member of my class.
- I know how to make my class a safe place for everybody to learn.
- I know my views are valued and can contribute to the Learning Charter.
- I recognise how it feels to be proud of an achievement.
- I recognise the choices I make and understand the consequences.
- I recognise the range of feelings when I face certain consequences.
- I understand my rights and responsibilities within our Learning Charter.
- I understand my choices in following the Learning Charter.
-
-

Weekly Celebrations

Week 1- Help others to feel welcome.

Week 2 – Try to make our school community a better place.

Week 3 – Think about everyone's right to learn.

Week 4 – Care about other people's feelings.

Week 5 – Work well with others.

Week 6 – Choose to follow the Learning Charter.

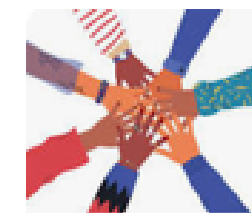
Being me in my world at Haydon Wick Primary School

As good citizens of Haydon Wick Primary School we can explain how our choices can have an impact on people in the community and globally.



Our Values of the term:

Friendship and Perseverance



Key Vocabulary

Safe	Protected from danger or risk.
Special	Better, greater, or otherwise different from what is usual.
Calm	To make someone feel tranquil and quiet; soothe.
Children's Rights	Children's rights are human rights specifically adapted to the child because they take into account their fragility, specificities and age-appropriate needs.
Charter	A collaboration of standards in which the student and teacher abides while in a classroom.
Responsibility	Something that it is your job or duty to deal with.
Rewards	Something of value that is promised to someone for good work or a good deed.
Proud	Having a feeling of pleasure or satisfaction with your own achievements.



