

Spring 2: Knowledge Organiser. The key books we will use are:-



Once Upon A Time

Key Questions within Magnificent World.

As a Historian:

Can I recognise and describe some of the ways I have changed since I was a baby? Can I identify and describe the sequence within a typical day? Can I recognise that some places, like houses, stay the same while the lives of people who live in them change over time? Can I identify some important events and their consequences? Can I recall that some events may be more important than others? Can I recognise that the ways of life for people living in the past were different from today? Can I recognise and describe some original historical sources used in stories?

As a Scientist:

Can I predict what will happen to a gummy bear? Can I make observations about what I can see and feel? Can I carry out a simple scientific experiment? Can I make sure I keep my test fair? Can I explore materials to make a comfy bed for the bears?

As an Artist/Designer:

Can I make and use props and materials during my play? Can I recount stories with my friends and adults? Can I role play characters and events from stories I know? Can I construct scenarios from what I have heard or observed?

Key Vocabulary:

Change and Continue:-
When, now, then, before

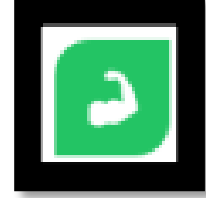
Chronology :-
Artefacts, furniture, clothes, remember,
think of, memory, yesterday, tomorrow.

Cause and Consequences:- frightening,
fire, scary, burn, trip

Similar and different

Prediction

Muscles and Movement



Through dance and Gymnastics:

- Move in different ways - walk, stride, bounce and hop.
- Change their way of moving and show an awareness
- Show an awareness of high and low movements
- Quick and slow movements
- Share space and apparatus safely.
- Making simple shapes with our bodies

Through daily provision:

- We will be adventurous and confident in physical play
- We will sit at a table to write with accurate posture
- We will hold a pencil in a tripod grip
- We will use scissors with developing accuracy

Mastering Mathematics



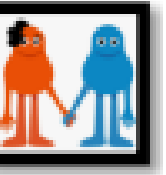
We follow the white rose scheme for maths, incorporating numicon and number blocks to support our maths learning

Length & Height / Comparing height- taller/shorter / Comparing length- longer/shorter / Time- days of the week / Measuring height
Measuring time (linked to history)

Comparing, building, ordering, representing and making numbers to 10.
Numeral formation

3D shape name and pattern (including printing within Art)
Numbers pairs (bonds) to and within 10

Managing Me and My Friends



We will develop our spoken language structures and vocabulary through:-

Back and forth interaction through conversation with adults and friends.

Role play in language rich environments that include using our NEW vocabulary

Active engagement in stories, non-fiction account and rhymes.

Using and embedding new words

Listening attentively and responding to what we hear with relevant questions, comments and answers.

Use past, present and future tenses and vocabulary.

Mark Making and Meaning



- We will read all single and double Set 1 sounds with speed
- We will read and spell within 1.6-1.7 (4 and 5 sound words)
- We will read 3 and 4 sounds nonsense words with Fred Talk
- Read the first six Set 2 Sounds (ay, ee, igh, ow, oo, oo) speedily
- We will read aloud phrases and books consistent with our phonic knowledge
- We will use full stops and capital letters.
- We will use some red words in our writing.
- We will use accurate letter formation and hold our pencils properly
- We will leave finger spaces between words
- We will write left to right.
- We will write for pleasure and purpose in our play - writing labels and captions to give meaning



Water Play

Beaker	Drain
Funnel	Measure
Droplet	Trickly
Pour	Slippery
Scrub	Shallow
Strain	Sink / float
Stir	Transfer
Spray	Fill

Sand Play

Spade	Fill
Mould	Push
Build	Sprinkle
Sieve	Full
Pour	Empty
Scoop	

Construction

Build	Design
Sort	Construct
Group	Measure
Join	Connect
Slot	Evaluate
Plan	Improve
Slot	Collaborate
Balance	

Music

Play	Volume
Listen	Pitch
Perform	Rhythm
Shake	Compose
Scrape	Improvise
Clap	Beat



Intentional
language in our
Play and our
Classroom

Small World

Act	Talk
Pretend	Narrate
Imagine	Perform
Create	Group
Imitate	Sort
Represent	Experiences
Props	Story Language
Setting	

Role Play & Performance

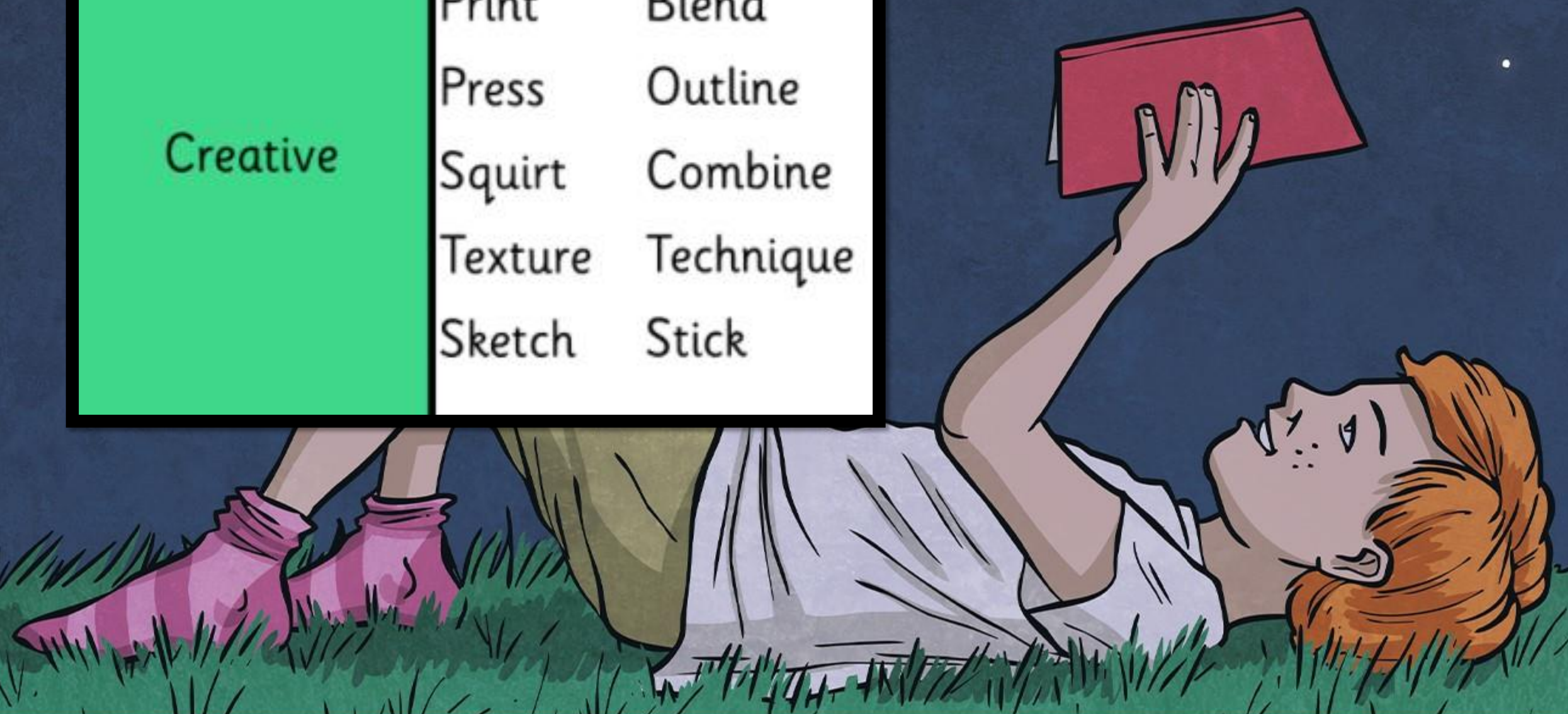
Act	Perform
Pretend	Performance
Imagine	Conversation
Props	Actors
Creative	Audience
Drama	Story Language

Malleable

Roll	Thread
Pinch	Texture
Twist	Sculpt
Squeeze	
Stretch	
Cut	

Creative

Join	Shade
Print	Blend
Press	Outline
Squirt	Combine
Texture	Technique
Sketch	Stick



Intended Coverage Spring 2 Topic Coverage:

Week 1 → Complete RE unit from Spring 1. Read Mr Wolf's Pancakes and start Goldilocks

Week 2 → Goldilocks and focus on scientific work

Week 3 and 4 → Historical enquiry through Stories

Week 5 → Jigsaw Week

Week 6 → RE week

