

Year 1

D and T: Structures

Key Vocabulary

Client	The person who you are designing something for.
Design	To design a product is to create a plan that shows how a product will work and what it will look like.
Design Criteria	A set of rules to help you with your ideas and test the success of them.
Evaluate	To evaluate a product is to think of the good parts of a design and the things that can be improved.
Net	A flat 2D shape, that can become a 3D shape once assembled.
Stable	Object does not easily topple over.
Strong	It does not break easily.
Structure	Something that has been made and put together. For example, a building, bridge, chair, table.
Test	To find out whether something works as it should.
Weak	It breaks easily.
Windmill	A structure with sails that are moved by wind.
Windmill axle	The point from which the turbine or sails move.
Windmill structure	The part that makes the windmill stand up.
Windmill turbine	The parts that move in the wind.

Key Information

The three main parts of a windmill:



Remember to think about what your client, the mouse, will like! He will be living in the windmill and will need to be happy.

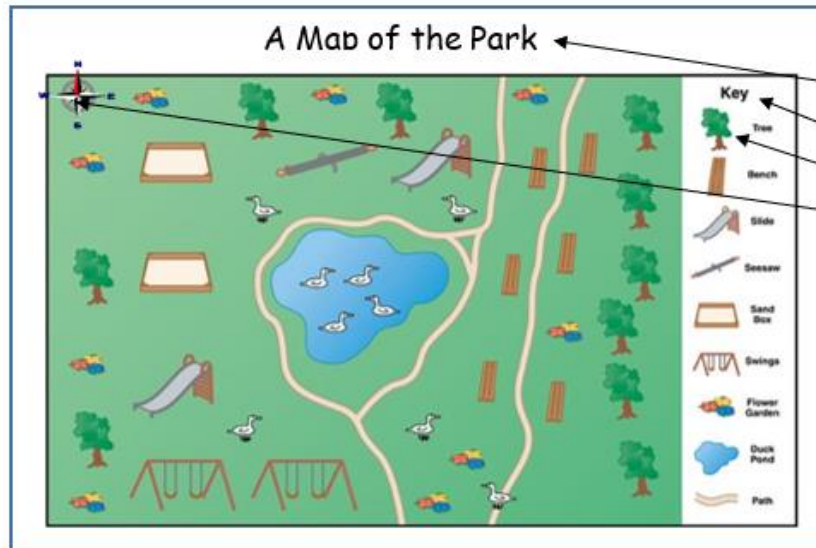
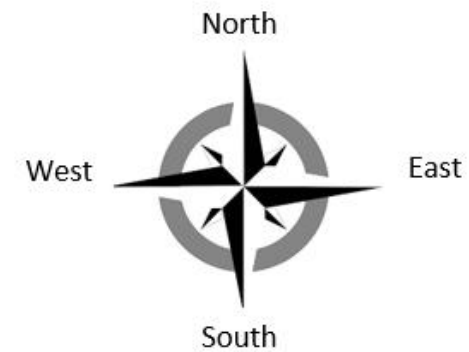


Year 1

Knowledge Organiser- Around My School (Geography Year 1)

Key Vocabulary	Definition
Aerial View	A view from above
Map	A picture showing where things are located
Location	The place where something is
Compass	A tool used to find out directions
Key	A tool used to find out what symbols on a map represent
Navigate	To find the way.

Compass Points



A good map has:
A Title
A Key
Symbols
Compass Points



A person who draws maps is called a cartographer.

Year 1

RE: Incarnation

Key Vocabulary

Christmas	The annual Christian festival celebrating Jesus' birth, held on the 25 th December.
Christian	A person who is a believer in Christianity.
Jesus	The name of the man who Christians believe was the son of God.
Birth	The emergence of a baby or other young from the body of its mother.
Bethlehem	The birthplace of Jesus.
Nativity	The birth of Jesus Christ.

Christmas Traditions



The Nativity Story



Year 1

Knowledge organiser: Seasonal Change

Months which fall into each season



Vocabulary

Tier 2: season, changes, autumn, winter, spring, summer, weather, sunrise, sunset

Tier 3: temperature

Disciplinary: observe, record, compare, contrast

Clothing to wear during each season



Beyond living memory...

Robert Fitzroy (1805-1865)



Created the first public weather forecast and founded the Met Office

Within living memory...











Carol Kirkwood (1962-)


















Weather presenter, trained by the Met Office and employed by the BBC

Year 1

Knowledge Organiser: Numbers to 20

Key Vocabulary	
one	
two	
three	
four	
five	
six	
seven	
eight	
nine	
ten	











Counting in Twos									
									
2	4	6	8	10	12	14	16	18	20

Tens	Ones
	 
Tens	Ones
	 

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

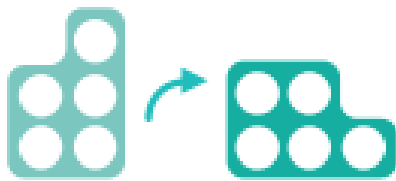
1 more (arrow from 4 to 5)

1 less (arrow from 11 to 10)

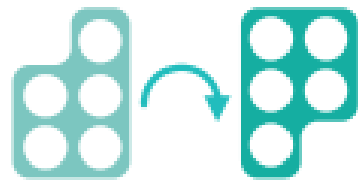
Key Vocabulary	
eleven	
twelve	
thirteen	
fourteen	
fifteen	
sixteen	
seventeen	
eighteen	
nineteen	
twenty	

Knowledge Organiser: Position and Direction

Describing Movement



quarter turn



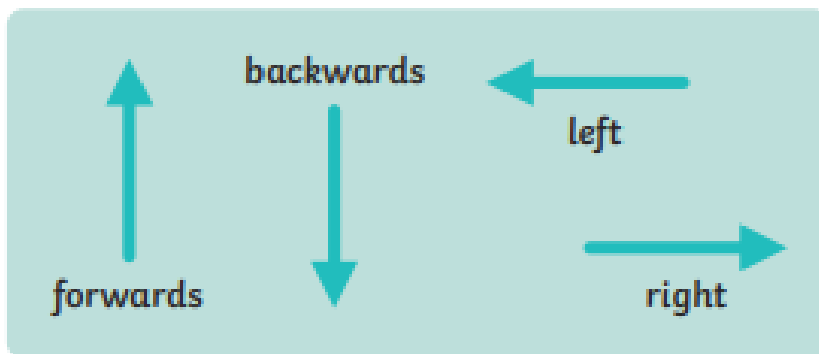
half turn



three-quarter turn

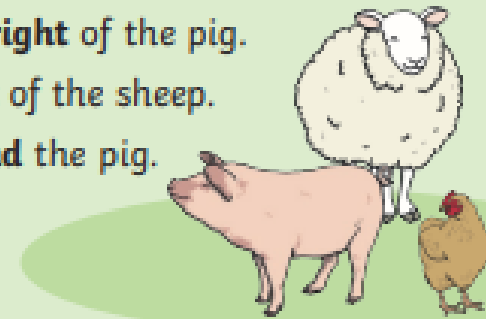


full turn

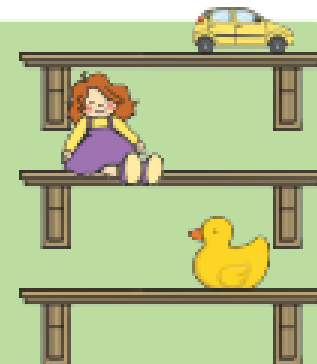


Describing Position

The pig is to the **left** of the hen.
The hen is to the **right** of the pig.
The pig is in **front** of the sheep.
The sheep is **behind** the pig.



The duck is **below** the doll.
The car is **above** the doll.
The car is on the **top** shelf.
The doll is on the **middle** shelf.
The duck is on the **bottom** shelf.
The doll is **between** the car and the duck.



Year 1

Knowledge Organiser: Addition and Subtraction within 20



●	●	●	●	●
●	●	●	●	●

$4 + 6 = 10$
 $10 - 6 = 4$

●	●	●	●	●	●	●	●	●	●
●	●	●	●	●	●	●	●	●	●

$14 + 6 = 20$
 $20 - 6 = 14$

First

Then

Now

First	Then	Now

●	●	●	●	●	●	●	●	●	●
●	●	●	●	●	●	●	●	●	●

■	■	■	■	■	■
■	■	■	■	■	■

Knowledge Organiser: Year 1 Gymnastics Unit 1



Prior Learning: Experienced jumping (taking off and landing). Developed some concept of space and use of space. Developed confidence in fundamental movements.

Equipment needed: Mats, hoops, cones, wall bars, bean bags, low apparatus, ropes.

Unit Focus: Use simple gymnastics actions and shapes. Apply basic strength to gymnastic actions. Begin to carry basic apparatus. Recognise like actions and link them.



Key Vocabulary/Skills

Refine shapes and jumps to improve coordination.

Carrying equipment safely.

Magic Chair.

Body Tension.

Linking movements.

Balance, body tension, tensed, relaxed, stretched, curled, carry, control, extension, fast, hang, high, jump, like, link, low, safety.

Head: Use words such as rolling, travelling, balancing, climbing.

Hand: Recognise like actions and link them together.

Heart: Move on, off and over object with confidence.

Key Questions:

1. How many different travel actions can you think of?
2. How can you show good body tension?
3. How do we land safely?

Concept:

Magic chair = safely landing a jump from increasing height by bending knees to absorb impact and extending arms for balance. Landing in what resembles a seated position.

