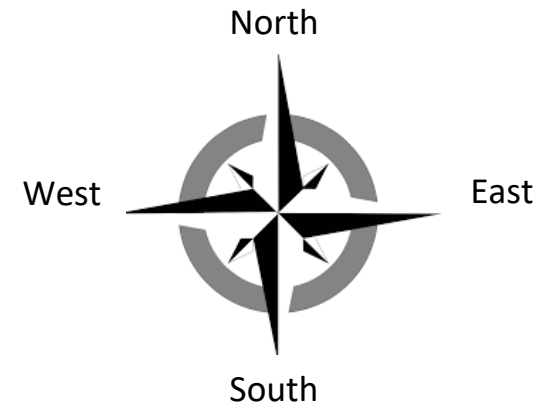


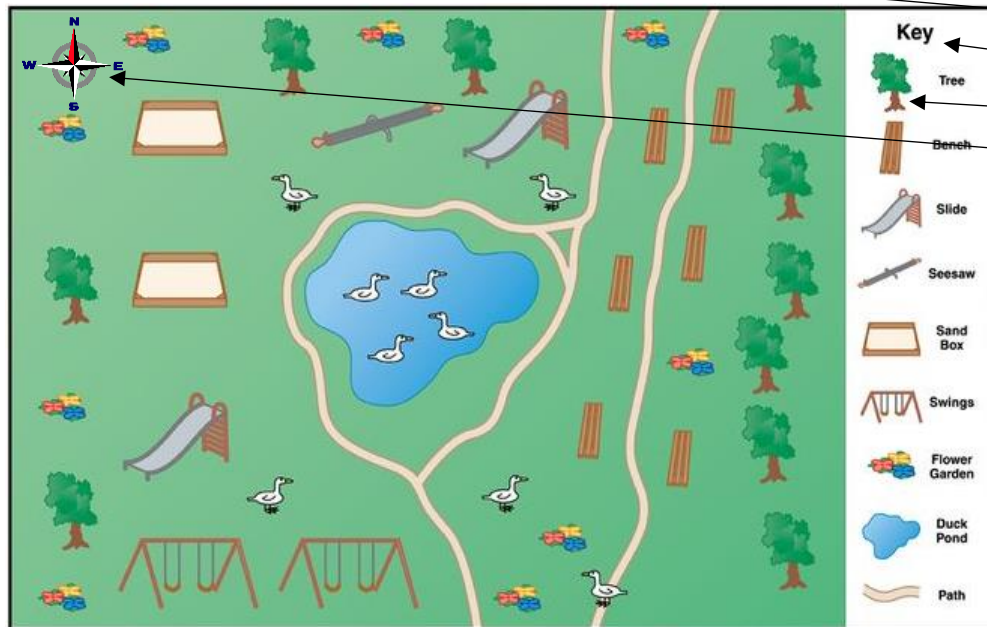
**Geography Knowledge Organiser - Around My School**

Compass Points



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.

A Map of the Park



**A good map has:**

- A Title
- A Key
- Symbols
- Compass Points



A person who draws maps is called a cartographer.

## RE Knowledge Organiser- The Gospel

Year 1 Term 3

### Key Vocabulary

Gospel	A life-story or biography of the life and teaching of Jesus.
Disciple	The <b>twelve</b> men chosen by Jesus to follow him and to spread the gospel after his death.
Jesus	The name of the man who Christians believe was the son of God.
Bible	The book of sacred writings accepted by Christians as coming from God.
Friendless	Having no friends.
Forgiveness	To stop blaming or being angry with someone for something that person has done, or not punish them for something.
Peace	A state of tranquillity or quiet.

## The 12 Disciples



Simon (Peter)



Andrew



James



John



Philip



Thomas



Matthew



Thaddeus



James



Simon



Judas



Bartholomew

Mathew  
9:9-13



Luke  
6:37-38



John  
14:27



**Computing Knowledge Organiser – Mouse Skills**

**Computing: Digital Literacy**



Kapow Primary

**Improving mouse skills**

Account	Somewhere our information can be stored and seen safely using a username and password.
Clipart	A collection of images that can be used on the computer.
Computer	Electronic machine that accepts and processes information to produce an output, and then stores the results.
Log on	To put in a username and password unique to you, to access your personal account.
Log off	To lock your account.
Mouse	A handheld device that is used to move things around on the computer screen.
Password	A secret word made up of letters, numbers and symbols.
Resize	To change the height and width of an object.
Screen (monitor)	A device that shows what is happening on the computer, such as videos, pictures and words.
Software	A series of instructions written for a computer to follow. Also known as apps.
Tool	An object that helps us with a particular task. For example, a ruler helps us measure.
Username	A unique name or email address for your account.

**Key facts**

**Computer menu:**

**Computer window:**

**Computer mouse skills:**

Click and drag

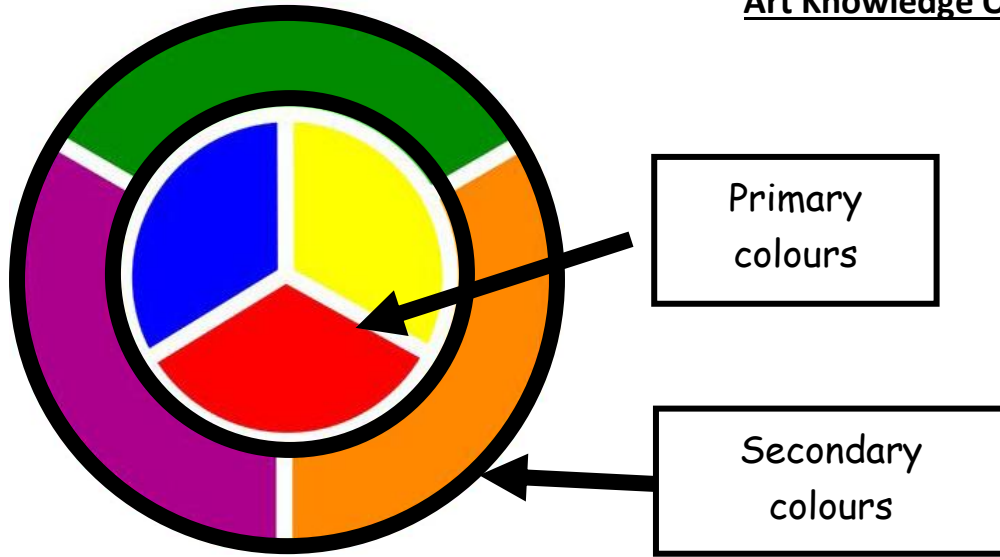
Drag and drop

Can you find all the letters of your name on the keyboard?



Year 1 Term 3

Art Knowledge Organiser – Colour



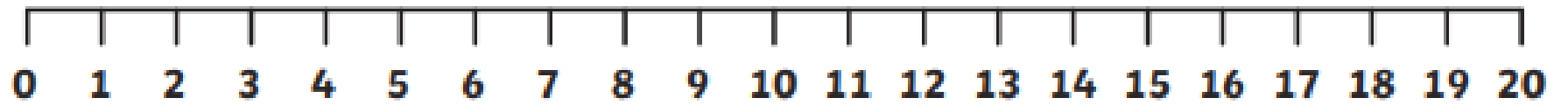
Primary colours

Secondary colours

<b>Primary colours</b>	Blue, yellow and red. These cannot be made by mixing other colours together.
<b>Secondary colours</b>	Orange, purple and green. These are made by mixing the primary colours together.
<b>Warm and Cool colours</b>	Yellow, orange and red are warm colours. These colours create a warm mood. Blue, green and purple are cool colours. These colours create a cool mood.
<b>Shade</b>	When you add black to a colour to darken it.
<b>Tint</b>	When you add white to a colour to lighten it.

Painting	Artist and Title
	Van Gogh, <i>Sunflowers</i> (1888)
	Hockney, <i>A Bigger Splash</i> (1967)
	Monet, <i>The Sea at Fecamp</i> (1881)

Knowledge Organiser: Addition and Subtraction within 20



●	●	●	●	●
●	●	●	●	●

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

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

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

First

Then

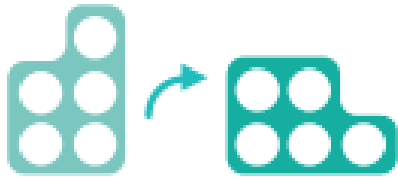
Now

<p>First</p>	<p>Then</p>	<p>Now</p>
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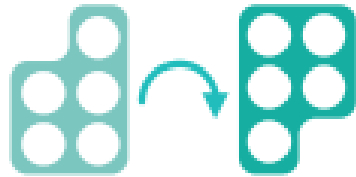
●	●	●	●	●	●	●			
●	●	●	●	●	●				

■	■	■	■	■	■	■
■						

Describing Movement



quarter turn



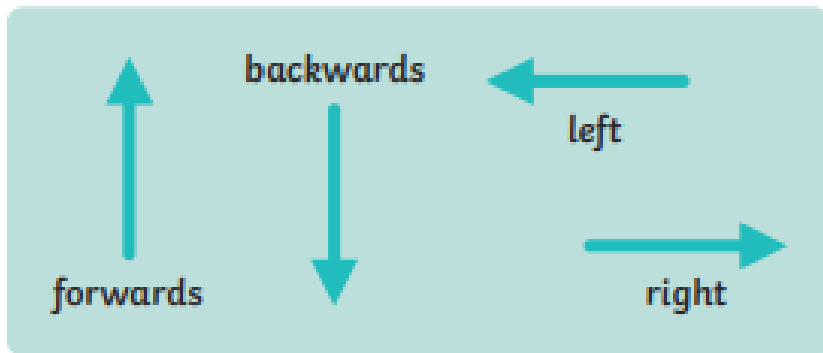
half turn



three-quarter turn



full turn

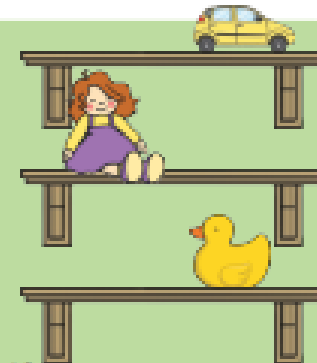


Describing Position

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.



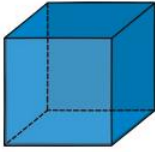
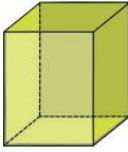
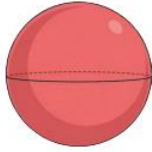
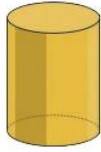
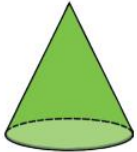

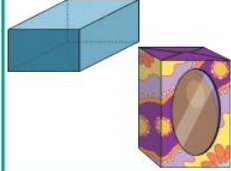

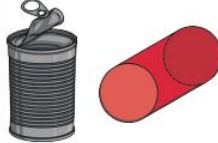

The duck is **below** the doll.  
 The car is **above** the doll.  
 The car is on the **top** shelf.  
 The doll is on the **middle** shelf.  
 The duck is on the **bottom** shelf.  
 The doll is **between** the car and the duck.



## Year 1 Term 3

### Knowledge Organiser: Maths - Properties of shape and pattern

Key Vocabulary
side
corner
vertices
vertex
face
straight
2D
3D
pattern













3D Shapes				
cube	cuboid	sphere	cylinder	cone
				
				

### Patterns

A pattern follows a rule.



What shape will be next?

2D Shapes			
square	circle	rectangle	triangle
			
			
			

Knowledge Organiser: Maths - Height and Length

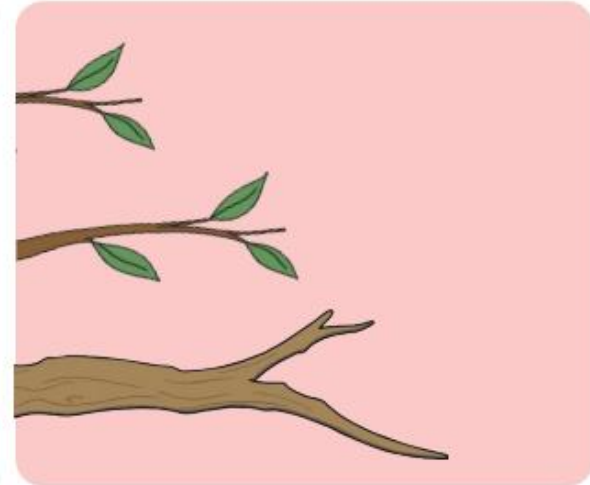


tallest

shortest

shortest

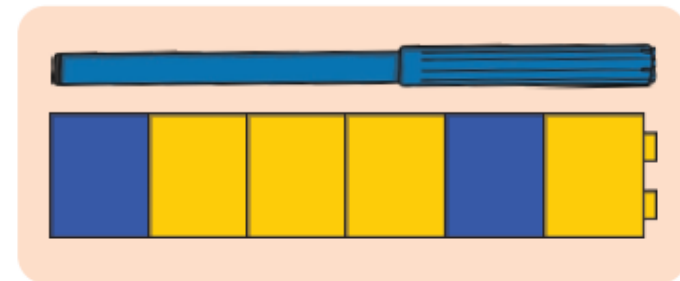
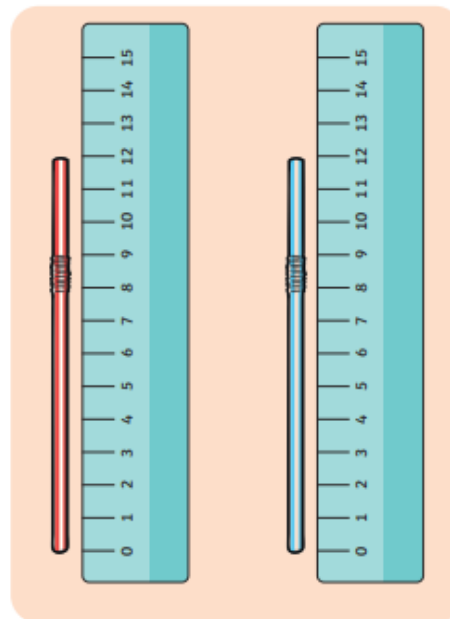
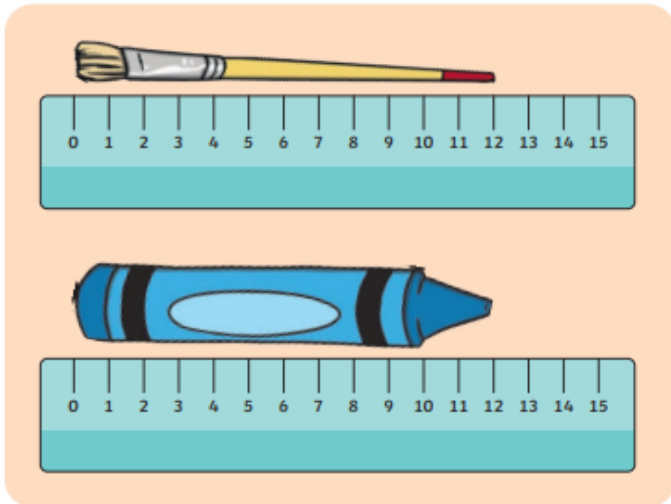
longest



The same length.

The same height.

This pen is 6 cubes long.





Year 1 Term 3

Knowledge Organiser: Science – Animals including Humans

Within living memory...

David Attenborough (1926-)



Naturalist famous for his educational broadcasts.

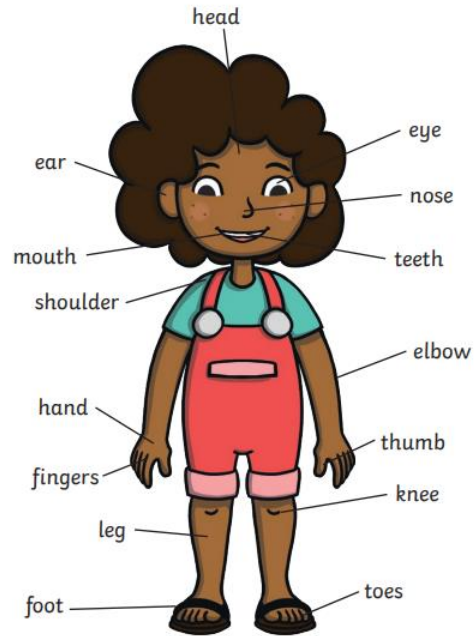
**Vocabulary**

**Tier 2:** head, neck, arms, elbows, legs, knees, face, ears, eyes, hair, mouth, teeth, tongue, feet, hands, torso, skin, senses, ears/hearing, hands/touch, nose/smell, eyes/sight, tongue/taste, birds, fish, feathers, scales, breathe, lay, young, diet

**Tier 3:** characteristic, cold-/ warm-blooded, mammal, reptile, amphibian, carnivore, omnivore, herbivore

**Disciplinary:** question/answer, observe, identify, classify, test

Parts of the Body



Within living memory...

Steven Backshall (1973 - )



Explorer, BBC presenter (Deadly 60) and writer



Senses



sight



hearing



touch



taste



smell

Music - Pitch and tempo (superheroes)

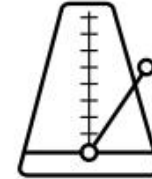


**high**

Near or at the top of the range of sounds.

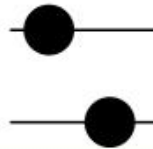
**tempo**

The speed of the music (fast or slow).



**pitch**

How high or low a sound is.



**pattern**

Any regularly repeated sounds.

**performance**

The action of entertaining other people.



**low**

Near or at the bottom of the range of sounds.