

English

Fiction:

- To know how to tell the story of Handa's Surprise and The Jolly Postman through storytelling and drama.
- To know that we should say out loud what we are going to write about before writing it.
- To begin to know how to write short narratives.
- To begin to know how to check sentences make sense.
- To know how to use previously taught phonemes in writing.

Non-fiction:

- To know how to write invitations.
- To know how to write a letter.

Grammar and Punctuation:

- To know how to use capital letters, full stops and finger spaces in our writing.
- To know how to use capital letters for names, places, days of the week and the pronoun I.

Reading:

- To begin to know how to predict and infer based on what they already know and from the text.
- To know how to recite some poems and rhymes by heart.

Personal, Social and Health Education

Jigsaw piece – 2- Dreams and Goals

- To know how to set simple goals and discuss how to achieve them.
- To know who I work well with.
- To know how to tackle challenges and overcome obstacles when learning.
- To know how to celebrate when I am successful.

Music

Charanga In The Groove

- To know how they can enjoy moving to music by dancing, marching, being animals or pop stars.
- To know about singing notes and different pitches.
- To know how to find a pulse.
- To know how to perform a piece of music.

Snowdrop Class – Autumn 1

How did people communicate without WIFI?



Science

- To know how to identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.
- To know how to identify and name a variety of common animals that are carnivores, herbivores and omnivores.
- To know how to describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets).
- To know how to identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Maths

Geometry – shape

- To know how to recognise 2D and 3D shapes.
- To know how to sort 2D and 3D shapes.
- To know how to find patterns using 2D and 3D shapes.

Place value within 20

- To know how to count within 20.
- To know the place value of numbers within 20.
- To know how to find 1 more/less.
- To know how to use a number line.
- To know how to compare and order numbers within 20.

Physical Education

Dance – Weather and Seasons

- To know how to move to music.
- To know how to copy a series of dance moves.
- To know how to make up a short dance.

Games – ball skills – throwing and catching

- To know how to move a ball/object with control.
- To know how to move an object in a controlled ways, keeping the object/ball under control.

Computing

Unit 1.5

Maze Explorers

- To know how to explain that an algorithm is a set of instructions.
- To know how to work out what is wrong when the steps are out of order in instructions.
- To know how to make good guesses of what is going to happen in a program. For example, where the turtle might go.

History

- To know how to sort artefacts into 'old' and 'new'
- To know how to find answers to simple questions about the past from sources of information e.g. artefacts
- To know how to recognise the difference between past and present in their own and others' lives
- To identify objects old and new
- To know how to describe differences between old and new objects/artefacts
- To know how to sequencing photographs of key events studied

Art and Design

- To know how to find out about Mondrian and abstract art.
- To know how to create art in the style of Mondrian using a relevant paint programme.
- To know how to use paint programmes to show symmetry.

Religious Education

Does creation help people to understand God?

- Know about the Christian and Jewish beliefs about Creation and the character of God.



Year 1 – Autumn 2 – Knowledge Organiser

Enquiry Question: How did people communicate without Wi-fi?



Subject Specific Vocabulary	
inventions	Designing and making something new
detective	A person who investigates things to solve a problem
modern	What is happening in the present
camera	A device for recording visual images
telephone	A device for transporting voices from one place to another
fax	A device for scanning and sending information
postal service	A system where messages are transported by post men
mobile phone	A device for transporting voices which can be used anywhere
internet	A computer network to provide information
change	Make something different
past	Something that has happened a long time ago
letters	A written form of communication sent in the post
Morse code	an alphabet or code in which letters are represented by combinations of long and short light or sound signals
communication	A way of sending or receiving messages

Key Knowledge

Communication wasn't always as easy as it is today.

- The first form of communication was by smoke signals. These were used by ancient civilisations to declare their territory or warn others of danger.
- In 200 BC, carrier pigeons were used to send messages from one place to another.
- In 1575, the type writer was invented, putting letters to paper.
- In the 1600's, the postal service was launched and letters could be delivered.
- A quicker way to deliver messages was discovered in 1836, with the invention of Morse code. This was a quick and easy form of communication via electrical telephone systems. Lines and dots were used to form messages.
- The first fax machine was developed in 1846 by Alexander Bain.
- Alexander Graham Bell created the first telephone in 1876.
- The first voice transmission was broadcasted in 1919 with the use of radio and the television was developed shortly after in 1925. These were originally in black and white.
- Desktop computers were invented in 1970, with the use of the internet following 20 years later in 1990.
- Motorola developed the first mobile phone in 1973, changing the way we live our lives forever. These were then improved, with the invention of the smart phone in 1999.

Images and Diagrams

