

# Year 1 Knowledge Organisers Spring Term 1

## Science

### Key Skills

Explain

Investigate

Observe

Predict

Evaluate

Classify

Question

### Science - Sensitive bodies



#### Senses



touch



taste



smell



sight



hearing

#### Body parts

ears	nose	elbows
eyes	feet	legs
hair	head	knees
mouth	neck	face
teeth	arms	hands



#### Sensing body parts



skin



tongue



nose



eye



ear

Your tongue tastes different flavours.



sweet



sour



salty



bitter

# PE

## Key Skills

Compete

Physical

Sportmanship

Transferrable skills

Improve

Persevere



### Knowledge Organiser Team Building Year 1

#### About this Unit

Being able to work as a team is an important skill.  
What helps to make you a good team mate?



Ladder Knowledge



**Problem solving:**  
working well with others will help you to solve challenges.

**Navigational skills:**  
deciding which way to go before starting will help you.

**Communication:**  
using short instructions when telling a partner what to do will help them to understand.

**Reflection:**  
we can always be better, we just need to look for how.

Movement Skills

- balance
- co-ordination
- run
- jump
- hit

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

**Social** trust, communication, inclusion

**Emotional** confidence, determination

**Thinking** identify, comprehension, reflection, planning

Rules

Rules help you to play fairly.

Healthy Participation



- Work safely around others and when using equipment.
- When using blindfolds, make sure the area is safe and only move when your partner tells you to.

#### Key Vocabulary



challenge	listen
co-operate	plan
instruction	share
lead	talk



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



This unit will help you to:

- balance
- move different body parts at the same time
- be faster

#### Home Learning



Find more games that develop these skills in the Home Learning Active Families tab on [www.getset4education.co.uk](http://www.getset4education.co.uk)

#### Alphabet walk



Play: Outside

How to play:

- Head out for a walk.
- On the way, try to spot something beginning with the letter 'A', the 'Z' the letter 'B' and so on until you get to 'Z'.
- Make this easier if there are some letters that are difficult to find by finding something that contains the letter instead of 'starts with the letter...'



[www.getset4education.co.uk](http://www.getset4education.co.uk)

# PE

## Key Skills

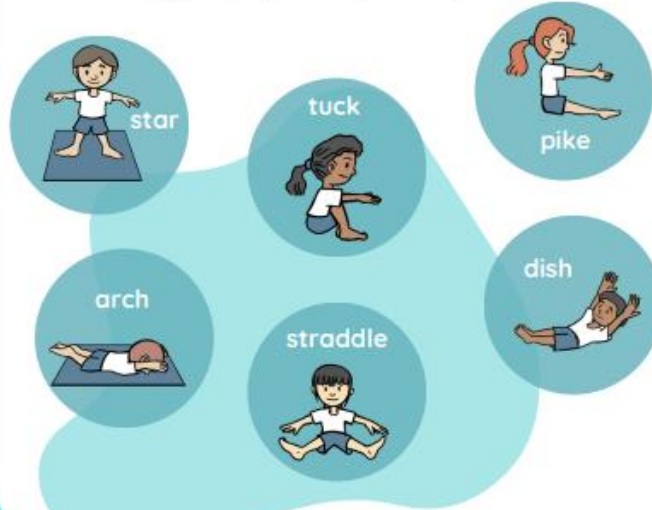
Compete    Physical    Sportmanship    Transferrable skills    Improve    Persevere



## 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.



**Ladder Knowledge**

<b>Shapes:</b> You can improve your shapes by extending parts of your body.	<b>Balances:</b> Balances should be held for 5 seconds.	<b>Rolls:</b> You can use different shapes to roll.	<b>Jumps:</b> Landing on the balls of your feet helps you to land with control.
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**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**

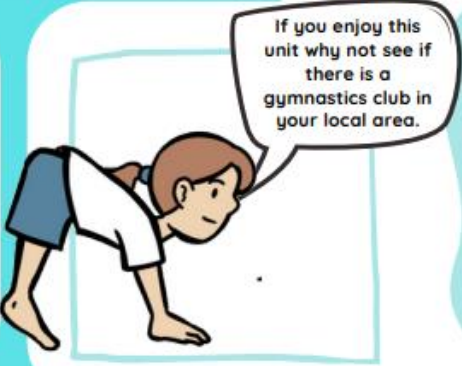
- Remove shoes and socks.
- Make sure the space is clear before using it.

**Home Learning**

Find more games that develop these skills in the Home Learning Active Families tab on [www.getset4education.co.uk](http://www.getset4education.co.uk)

**Key Vocabulary**

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



**This unit will help you to:**

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

**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](http://www.getset4education.co.uk)

Head to our youtube channel to watch the skills videos for this unit. @getset4education136

# History

## Key Skills

Explore

Identify

Develop

Investigate

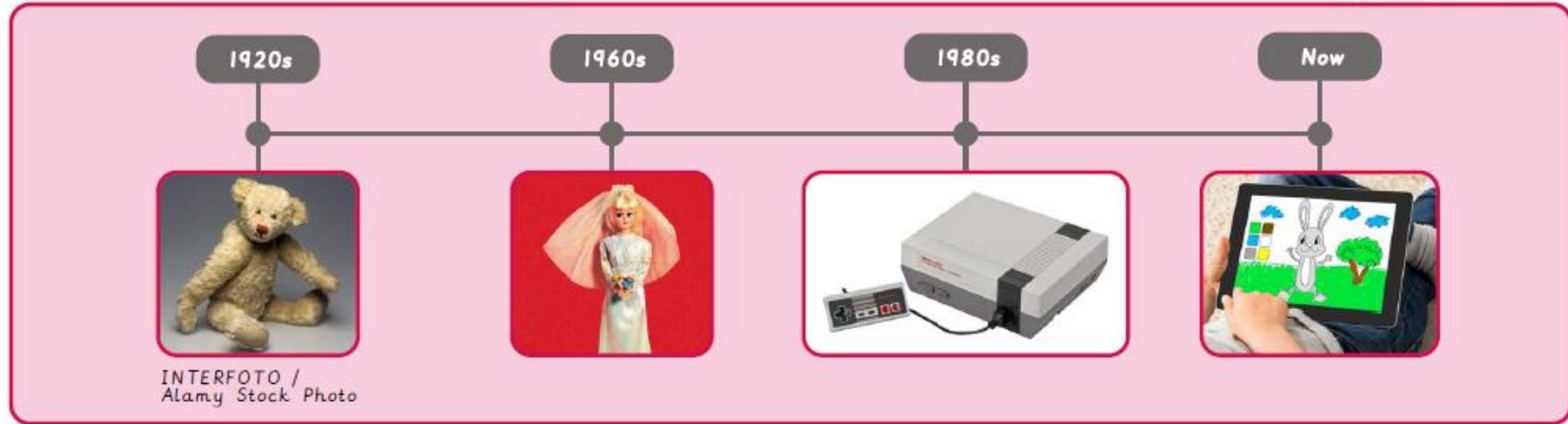
Ask Questions

Compare and Contrast

Analyse

Evaluate

### Year 1 - How have toys changed?



#### What is similar?



INTERFOTO / Alamy Stock Photo

#### Old toys



Made from wood or metal.



Moved by hand.



Made by hand.



#### What is different?

#### New toys



Made from plastic.



Use batteries to move, light up or make noises.



Made by machine.

# Art

## Key Skills

Create

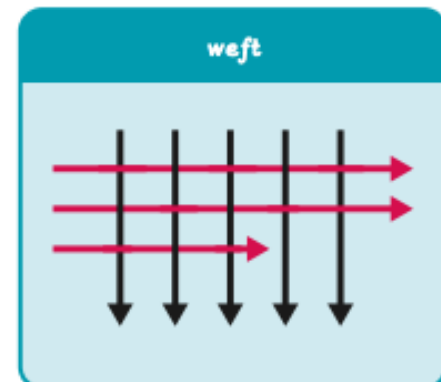
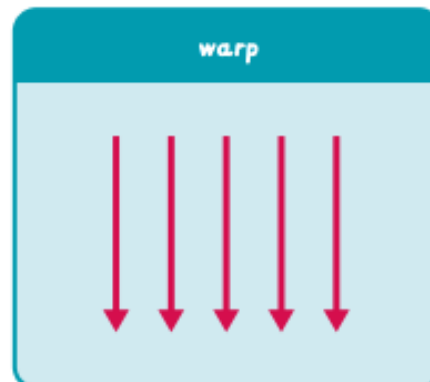
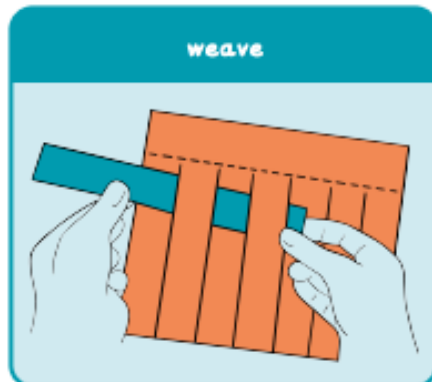
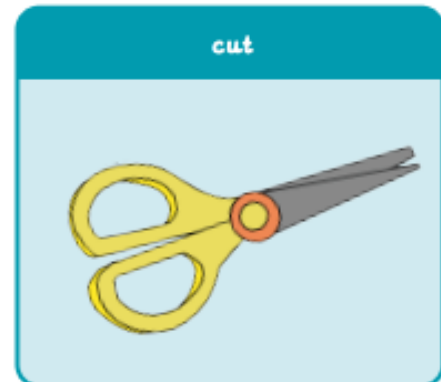
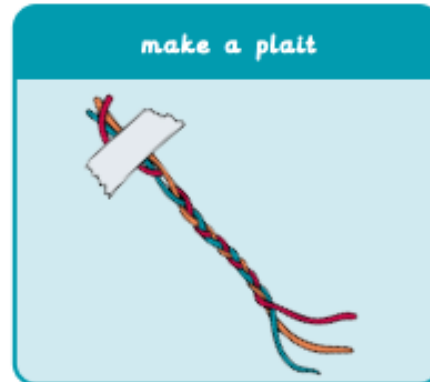
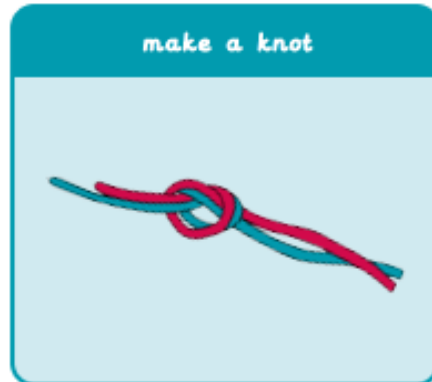
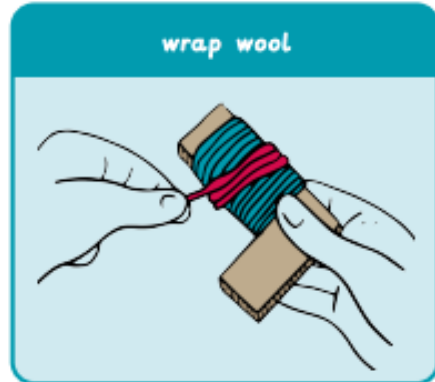
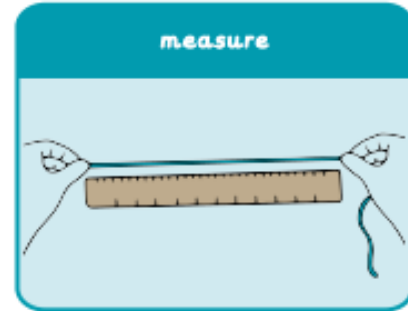
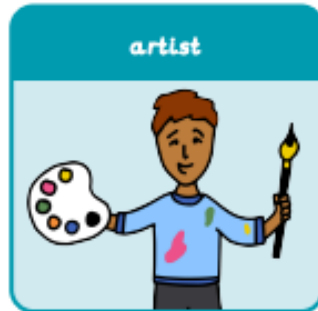
Plan

Apply

Develop

Explore

Year 1 - Craft and design



# Computing

## Key Skills

Problem Solve

Responsible

Digitally Literate

Purposeful

Sequence

### Rocket to the moon

Computer	Electronic machine that accepts and processes information to produce an output, and then stores the results.
Computer program	A series of instructions, that are written for a computer to follow. Also known as apps.
Create	To make something.
Data	Information used for a specific purpose or investigation.
Digital content	Information and media such as videos and pictures stored on a computer.
e-Document	An electronic file which includes text.
Folder	An electronic storage file that holds other digital content for example text, pictures, videos.
List	A number of things, one after the other.
Save	To store something for use later.
Sequence	A set order or pattern for something to follow.
Share	To show or give a part of something to someone else.
Spreadsheet	An electronic document that lets you store data in rows and columns.

### Key facts

Kapow  
Primary

My computer

Mountains.jpg My documents Rocket materials.txt My homework

Writing program - Rocket materials.txt

File Save Print Copy Cut Font Clipart

A list of bottle rocket materials:

1. Empty plastic bottle
2. Roll of sticky tape
3. Sugar paper or coloured card

How to make a bottle rocket:

1. Collect the materials
2. Cut and add the fins
3. Make the nose cone
4. Attach the nose cone
5. Decorate the rocket

# Music

## Key Skills

Create Explore Sing Compose Produce Improve



## Knowledge Organiser – In The Groove— Year 1, Unit 3



### 1 – Listening: In The Groove

You will listen to 6 different musical styles in this unit! song Blues, Baroque, Latin, Irish Folk, Funk

Can you dance to all of these styles or move to the pulse? What about the other songs?

Are you “in the groove” Where is the groove? It’s inside of you!



### 2 – Musical Activities

#### Find the pulse!

- What animal can you be finding the pulse?

#### Clapping Rhythms

- Copy and clap back rhythms
- Clap the rhythm of your name
- Clap the rhythm of your favourite food
- Make up your own rhythms

Singing in all the different styles!

**Playing instruments** using one or two notes – C or C + D. Which part did you play?

**Improvise** using the notes C + D

- **Challenge 1** Clap and Improvise
- **Challenge 2** Sing, Play and Improvise
- **Challenge 3** Improvise

Which challenge did you get to?

**Compose a simple melody** using simple rhythms, choosing from the notes C + D or C, D + E.

### 3 – Perform & Share

A class performance of In The Groove – with singing and playing. Introduce your performance to your audience. Can you include some funky moves? Have a fantastic time; enjoy it! Talk about it together afterwards. How did it make you feel? Will you record it?

### Have a think...

What did you like doing best?



Singing?



Playing?



Dancing?



Improvising?



Composing?



Listening?



Getting in the groove?



**Words you need to know:** Blues, Baroque, Latin, Irish Folk, Funk, pulse, rhythm, pitch, compose, improvise, perform, groove

# PSHE

## Key Skills

Discuss   Empathise   Listen to Others   Sensitive   Brave   Accepting   Understanding   Share thoughts and Ideas  
 Respect   Honesty

### Dreams and Goals

#### THREE KEY QUESTIONS

What is your goal? What would like to get better at?	How do you learn best?	How do you know you have reached your goal?
VOCABULARY	Reflecting upon Jigsaw lessons	Book suggestions
<ul style="list-style-type: none"> <li><b>Succeed</b>      achieve a goal.</li> <li><b>Partnership</b>      work together to achieve a goal.</li> <li><b>Obstacles</b>      something that gets in the way.</li> <li><b>Positive attitude</b>      believing that you will succeed.</li> </ul> 	 <p>Jigsaw 'Jerrie Cat' is used in our PSHE lessons. Jerrie wants you to pause and think of something you do well.</p>  <p>'Jigsaw Jack' would like you to say how you feel when you are faced with a new challenge.</p>  <p>The Jigsaw chime – helps us be mindful. What can you do today to help you achieve your goal?</p>	 <p>What feelings of success are in your internal treasure chest?</p> 

#### LEARN HOW TO

Stay motivated when doing something challenging.

Overcome Obstacles.

Work well with a partner.