



Science Knowledge Organiser

Year 2 Summer 1: Plant growth

leaves	They use light to make food for the plant.
roots	They take up water and nutrients from the soil.
flowers	They make seeds so new plants can grow.

- Seeds contain a store of **energy**.
- **Germination** is when a new plant starts to grow.
- A seed needs **water** and **warmth** to germinate.



The **shoot** is the first green part of a plant to grow from a seed.

Bulbs

Rounded roots from which new plants can grow.



What do plants need for healthy growth?



water

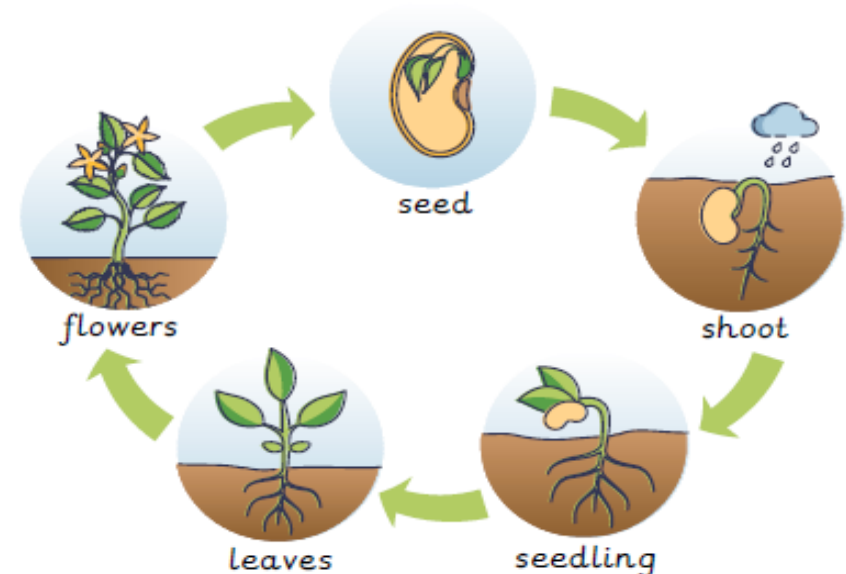


light



warmth

Plant life cycle









History Knowledge Organiser

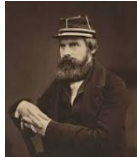




Year 2 Summer 1—Local history Study

Key vocabulary

	<i>mill</i>	a factory fitted with machinery for a particular manufacturing process.
	<i>cotton</i>	A natural fibre from the seeds of the cotton plant, Cotton is mostly used in the manufacture of clothes.
	<i>town</i>	A town is a type of a human settlement, generally larger than a village but smaller than a city.
	<i>History</i>	What happened in the past, before you were born! It tells us about people, places, and events that shaped the world we live in today.





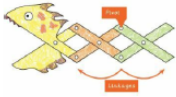


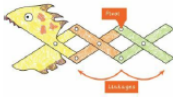
Local Celebrities

	Roger Fenton War photographer
	Peter Kane Boxer
	Debbie Rush Actress
	Lisa Stansfield Singer
	Ryan Tunnicliffe Footballer



Science Knowledge Organiser

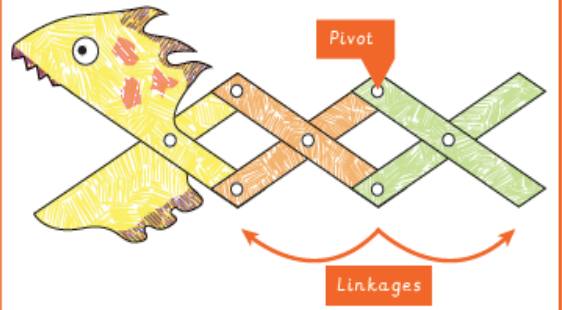
Year 2 Summer 1—Moving Monster

Design criteria		A set of rules to help designers focus their ideas and test the success of them.
Input		The energy that is used to start something working.
linkage		Lengths of material (for example, metal or card) that are joined together by pivots, so that the links can move as part of a mechanism.
mechanical		Something that can move because several pieces work together like a machine.
output		Output is the motion that happens as a result of starting the input.
pivot		The central point, pin, or shaft on which a mechanism turns or swings.

Kapow Primary

Key facts

Moving monster



What materials could you use to represent fur, scales and claws?

The four types of motion:



Linear motion
Movement in a straight line in any one direction.



Reciprocating motion
Movement in a straight line, back and forth, in any direction.



Rotary motion
Movement in a circular motion.



Oscillating motion
Movement in a curve, back and forth.



Computing Knowledge Organiser

Year 2 Summer 1—Coding

	Command	A single instruction in a coding program.		bug	A problem in a computer program that stops it working the way it was designed.
	Debug/debugging	Fixing code that has errors so that the code will run the way it was designed to.		Collision detection	An event command that detects whether two objects have touched each other.
	algorithm	A set of instructions in order.		timer	In coding, use a timer command to run a block of commands at regular intervals.

Key Images

Object actions

Timer

Burger menu

Save

Instructions

Open Design view

Open Code view

Dans ma ville

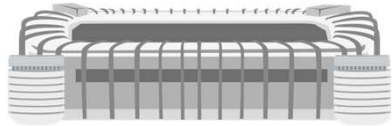
une boulangerie



un cinéma



un stade



un parc



une école



un café



une patinoire



Knowledge Organiser



Year 2 - Growing and Changing

Key questions

Life Cycles

What helps us to grow?

Who helps us to grow?

What can you do by yourself now?

What are you looking forward to when you are 10 years old?

What are you looking forward to when you are 21 years old?

Dealing With Loss

How does it feel to lose something?

How does it feel to say goodbye to someone or something for a long time?

Can we stay in touch with someone? How?

Being Supportive

What positive things can we say to someone about something they have done?

Why is it good to help someone?

What is a good way to help someone if they are finding something difficult?

Key vocabulary

supportive loss change

nipples food feelings

help forward growig

penis care goodbye

learning safe upset

vulva

I can ...

I can tell you who helps us grow (people who look after us) and what things I can now do myself that I couldn't when I was younger.

I can give examples of how it feels when you have to say goodbye to someone or something (e.g. move house).

I can give examples of how to give feedback to someone.

Prior Learning: In year 1, children learned the basics of invasion games: move into space, pass to a player who is in a space, pass and move into a space, follow their opponent beginning to understand the concept of marking. Trying to intercept and win the ball.

Key Skills

Physical Me

- **Running**/moving in to a space
- **Throwing** the ball to a player
- **Catching** a ball
- **Throw** (passing) and move into a space
- Marking a player - **running** to keep near them
- Intercept - **run, jump, catch**
- Scoring by **throwing** into a goal, hoop, target.

Social Me

- Communicate with my team
- Co-operate with my team

Thinking Me

- How can I move to stop a player getting the ball?

Value Me:

- Fair Play
- Honesty



Invasion Games you can play..

- Basketball
- Football
- Rugby
- Handball
- Hockey
- Lacrosse
- Netball



Key Vocabulary

Space

Pass

Dodge

Receive

Invasion

Opponent

Defend

Intercept

Possession

Key Knowledge

Invasion game: Moving towards your opponents goal to score

Possession: keeping the ball between your team

Intercept: Stopping an opposing players pass

Dodging: Moving away from your opposition

Invasion Games have...

Attackers

- Aim to score a goal or point
- Create space
- Keep possession
- Move into a scoring position

&

Defenders

- To try and stop the opposition scoring
- Mark the opposition players
- Try and win the ball back

Prior Learning: In Year 1, children were learning how to roll and stop a ball. They developed their throwing (underarm and overarm) and catching skills. They were introduced to bowling underarm at target. They were also introduced to holding a cricket bat and hitting a ball off a cone. They played an adapted cricket game.

Key Skills

Physical Me

Throw - Underarm, Overarm, rolling

Catch - On their own/in pairs

Running- When fielding
- scoring runs

Co-ordination -Hand-eye (catching and hitting the ball)
- Throwing at a target

Balance- when throwing and catching

Value Me:

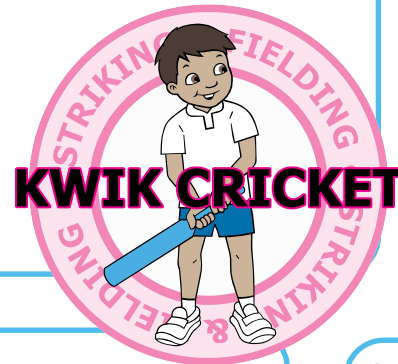
- Determination
Try, try, try again!

Thinking Me

- To improve my performance

Social Me

- Take it in turns



Cricket Fun Facts

Cricket is believed to have been invented in the South of England.

Some researchers claim that the game was played from as early as the 13th century.

A stone was used in the place of a ball, and the players used a simple bat shaped from a branch

Key Vocabulary

Aim

Catch

Bat

Control

Overarm

Challenge

Fielder

Bowl

Striker

Key Knowledge

Catch - Watch the ball, make a basket with your hands when you catch and cradle the ball

Overarm throw- Opposite arm and opposite leg,
- release the ball when it is near your ear
- point to where you want the ball to go.

Target- Throw an object/ball toward a target while avoiding any obstacles.

Aim- To point an object toward something



Striking and Fielding Games have...

Strikers

- Aim to score points/runs when a player strikes/hits a ball

- Runs to or between designated areas to score points

Fielders


- Aim to limit the number of points/ runs that stop the striker scoring

- Aim to get the batter out!



call and response:

One person sings or plays something and others sing or play something back, in reply.

 my turn

What sound does a lion make?

 your turn

Roar!

dynamics:

The volume of a piece of music.

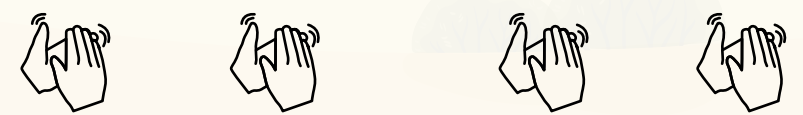


sound pattern:

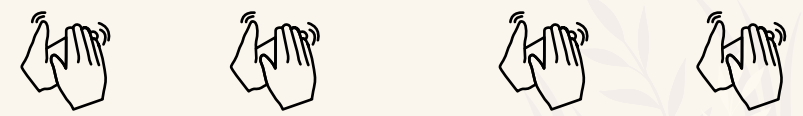
When long and short sounds repeat in a certain way.



I am growling



I am growling



I am growling

