









Rabbit Class Knowledge Organiser

Summer term 2 2024-Globe Trotters Ticket to Ride

Building Managing Self- Relationships self Regulation	Gross Motor	Fine Motor	Listening attention Understanding	Speaking
 Key Knowledge Names of different feelings. Know that people can feel differently from yourself. Know how to control your feelings and emotions My behaviour can affect others Key Skills I can show pride in achievements by showing work to others I can say what I need to do to calm down I can treat equipment well and show respect for other people's things I can explain right from wrong and try to behave accordingly. I can manage and communicate my own needs I can be confident to try new activities and challenges with resilience and perseverance I can follow instructions involving several ideas or actions Key Vocabulary Happy sad angry cross upset worried frightened frustrated take turns Kind/unkind control feelings instructions challenge 	body and health Know names of body parts Know directional/positional language. Key Skills I can move confidently and fluently. I can use the trim trail showing strength I can combine movement with ease and fl I can send and receive a ball/beanbag wit I can use a range of tools competently an I can grip my pencil effectively for writin	ysical activity and the effect it has on my , balance and coordination uency. th increased precision and accuracy Id safely pencils, scissors, knife and fork ng, using the tripod grip e good posture at table and sitting on the floor bottom. ling	Key Knowledge Know simple rhymes and stories, Expand range of vocabulary (work Key Skills I can respond appropriately to q I can ask questions to find out m I can sustain focus and maintain length of time. I can engage in story time I can retell simple stories and rh I can describe events in detail I can use talk to work out proble can listen carefully in different appropriately. I can listen to and talk about sim I can use past present and futur support) I can use new vocabulary in my co I can use past, present and futur support Key Vocabulary Listen story, poem rhyme non-fit Information facts past present	rd of the week) Juestions nore attention for an increasing hymes/poems and songs ems and organise thinking I situations and respond nple non-fiction texts/video. tly re tenses in my talk (with conversations are tenses with modelling and ction fiction retell act

Literacy	Mat	Mathematics		Understanding the World		Expressive Arts and Design	
Reading Writing	Numbers	Numerical patterns	People, culture and communities	The Natural world	Past and present	Creating with materials	Being Imaginative and expressive
Key Knowledge Know all set 1 sounds m, a, s, d, t, I, n, p, g, o, c, k, u, b, f, e, l, h sh, ck, r, j, v, y, w, th, z, ch, qu, x, ng, nk Know all set 2 sounds Ay, ee, igh, ow, oo, oo, or, ar, air, ir, ou, oy Red words: said was her you my of all are they That books can be fiction or non- fiction key Skills I can read letter sounds by saying the sou for the grapheme for set 1 and 2 RWI I can use my sound buttons to segment ar read words/text I can use Fred Fingers I can write a simple caption and read it back I can read and write my name I use a dominant hand. I form most letters correctly I write from left to right and top to bott I can hear and say rhyming words I can retell a story in my own words Key Vocabulary Author Illustrator Digraphs-two letters making one sound e.g <i>ee ng</i> Trigraphs-three letters making 1 sound e. igh Grapheme- is a letter or letters that spel sound in a word - what it looks like. Sound button Fred Fingers/ Fred talk	 nd objects I can compare numble I can copy a simple I can copy and cont can identify shapes and sizes) in the en I can use positional place/story I can represent que m. Key Vocabulat More, less, greater Full empty nearly for lighter altogether Pattern, repeat, se square rectangle names-cube cuboid beside under forwer 	s and doubles to 10 ng objects fairly napes per nt sequally ven numbers and pair pers shape /model inue a repeating pattern I (in different rotations vironment language and map out a antities eg pictorially ry than 10 frame equal ull heavy light heavier ame different 2d-circle triangle and 3d shape sphere cylinder turn side ards backwards sideways als share odd even double	Key Knowledge- Understand the need to environment and all livin Seasons change and eff Know that vehicles have To know the Christian s Key Skills- I can talk about feature can observe changes I can explore the nature weekly forest school an I can comment on what live and understand the natural world around me I can talk about the sim that are from the past. I can talk about the sim that are from the past. I can talk about the thi when looking at and mak I can recall the Creation I can talk about how loo and how it links to the C Key Vocabulary- Pond dipping dragonf Transport train car p journey map doors wi country mountain rive Creation God Bible Chr	g things. ect the world around changed over time tory of Creation for es of my own immed al world around me d making observati I notice about the effect of the chan e. illarities and differ and now mgs that are the so ting simple maps of n story from the B king after our env Creation story ly bee nectar pol lane boat helicop ndows roof wing er forest sea islo	nd them e and why from the Bible diate environment I by taking part in fons environment, where I nging seasons on the frences of vehicles ame and different different areas ible ironment is important	I can talk about dance all expressing my feelings a I can listen, move to and (Flight of the Bumble be I can tell narratives in p and materials I can work together and can sing in a group match following melody I can explore and engage dance, performing to dif can safely use and exploi materials, tools and tech Key Vocabulary Perform, act retell s attach stick paint m	vhen mixed ts can be created s and tools ether in different rehicles songs linked to a train and train a train a train a train a train and train a tra