Year 1 Mathematics—Autumn 2

Knowledge Organiser

Place Value Within 20

- Count to 20 forwards and backwards

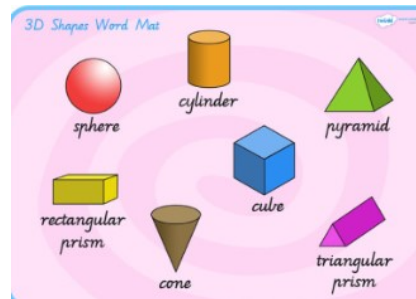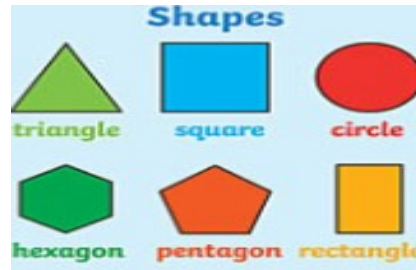**0 to 20 Number Line**

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

- Tens and ones.

- Count one more and one less.

- Read and write numbers to 20

Numbers

1	one	11	eleven
2	two	12	twelve
3	three	13	thirteen
4	four	14	fourteen
5	five	15	fifteen
6	six	16	sixteen
7	seven	17	seventeen
8	eight	18	eighteen
9	nine	19	nineteen
10	ten	20	twenty

Geometry

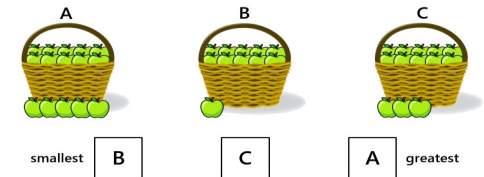- Recognise and name common 2D and 3D shapes.

Shapes

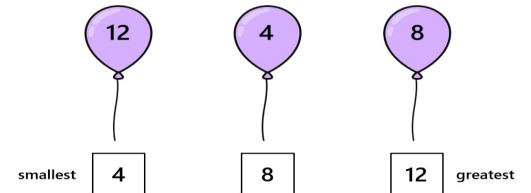triangle   square   circle

hexagon   pentagon   rectangle

3D Shapes Word Mat

sphere   cylinder   pyramid

rectangular prism   cube

cone   triangular prism

Place Value Within 20

- Compare groups of objects.

A

B ✓

- Order groups of objects.

A   B   C

smallest B   C   A greatest

- Order numbers.

12   4   8

smallest 4   8   12 greatest

- Compare numbers.

9 < 19

10 < 11

14 > 7
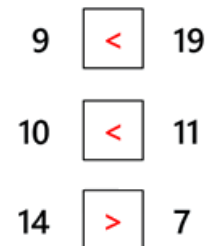
Vocabulary

Add **+** Finding a total by combining two or more numbers.
1 + 2 = 3

Subtract **−** Taking one number away from another.
7 − 5 = 2

Equals **=** Exactly the same amount or value.

1+1 = 2

Crucial Knowledge

Vocabulary

animals– Living things that feed on plants or other animals.

humans– A man, woman or child.

baby– A very young child.

toddler– A young child who is just learning to walk.
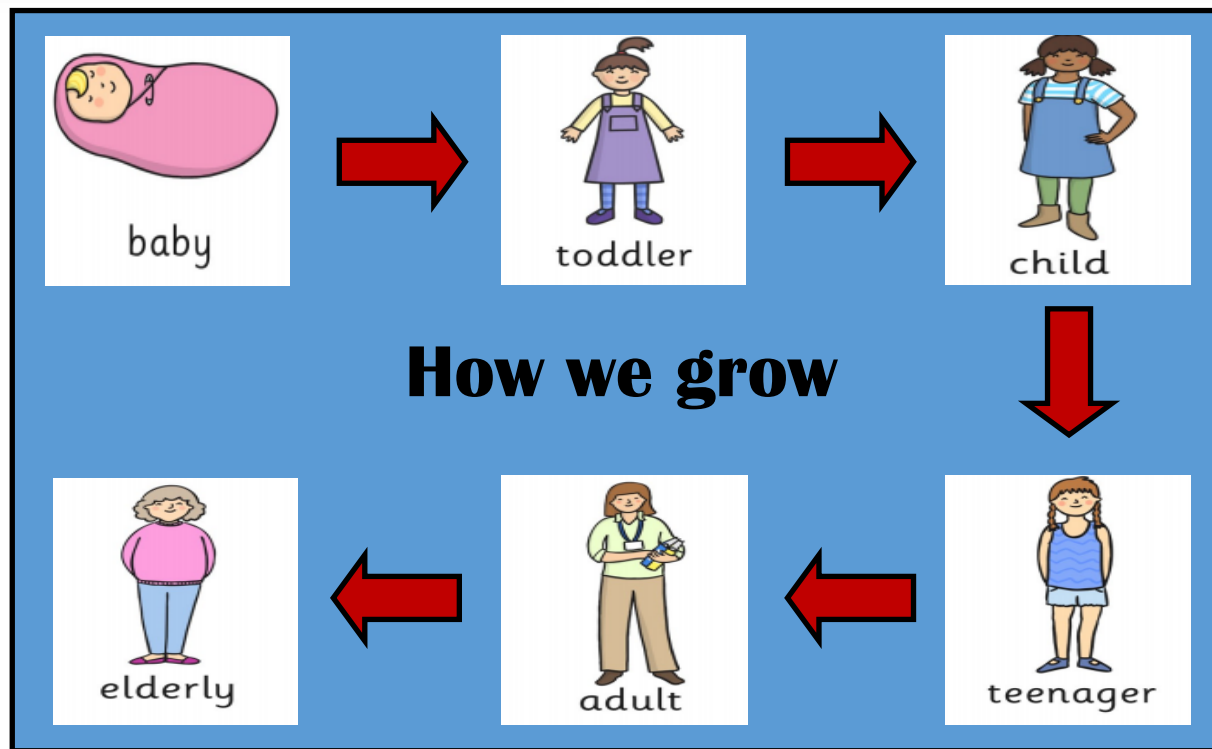
child– A young person.

teenager– A person between 13 and 19 years old.

adult– A person who is fully grown.

elderly– An older person.

senses– Allow us to observe and understand the world around us. There are 5 main senses.

5 SENSES

SIGHT   HEAR   SMELL   TASTE   TOUCH

My Body

head, face, neck, shoulder, arm, chest, waist, elbow, wrist, hip, hand, thigh, knee, leg, shin, ankle, foot

Head, Shoulders, Knees and Toes

Head, shoulders, knees and toes,
Knees and toes.

Head, shoulders, knees and toes,
Knees and toes.

And eyes, and ears, and mouth,
And nose.

Head, shoulders, knees and toes,
Knees and toes.

How we grow

baby → toddler → child

teenager ← adult ← elderly

Crucial Knowledge

Computing- Year 1

**Purple Mash Computing Scheme of Work: Knowledge Organisers**

Unit: 1.1
Online Safety and Exploring Purple

Key Learning

- To log in safely.
- To learn how to find saved work in the Online Work area and find teacher comments.
- To learn how to search Purple Mash to find resources.
- To become familiar with the icons and types of resources available in the Topics section.
- To start to add pictures and text to work.
- To explore the Tools and Games section of Purple Mash.
- To learn how to open, save and print.
- To understand the importance of logging out.

Key Resources

purple mash

Tools

Paint Projects   2Connect   2Count   2Explore
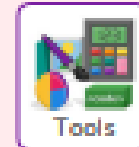
Key Vocabulary

Alert
A system that lets you know if you have something to look at.

Device
A piece of electrical equipment made for a purpose.

Log in
Using a username and password to access a system.

My Work Area
The place on Purple Mash where your work is stored. Only you and your teachers can access this.

Avatar
A digital picture to represent someone.

File Name
The name given to an online piece of work.

Log out
Leaving a computer system.

Notification
A message telling you about something.

Private
Keeping information restricted from other people.

Button
An area where you click to make something happen.

Icon
An image on a web page that you can click on to navigate to somewhere.

Menu
A button which gives the user different options.

Password
A series of letters, numbers and special characters that is entered after the username to access an online site.

2simple

Crucial Knowledge Organiser

Where do I Live?

Locational Knowledge

I know that the world is split into seven land masses called continents.

I know that there are oceans between the continents.

I know the difference between a continent and a country.

(A continent is a large land mass separated from other continents by oceans while a country is inside a continent).

I can name the four countries of the UK (England, Wales, Scotland, Northern Ireland).

I can name the four capital cities of the UK

(London, Cardiff, Edinburgh, Belfast).

Geographical skills and fieldwork

I can locate the United Kingdom on a world map.

I can locate the four countries of the UK on a map.

I know where the capital cities of the UK are on a map.

I can explore a map of my local area and identify some features (Westport lake, Burslem town, Trent and Mersey canal, local roads).

Human and physical Geography

I can identify some of the physical features of the UK (Mountains, hills, rivers, lakes).

I know what a settlement is

(A community in which people live).

I can describe the basic differences between a village, town and a city.

(Village: a group of houses and small shops in a rural area

Town: a built-up area with many houses and a shopping area

City: An area of importance where many people live with a large shopping area and where there are lots of things to see and do).
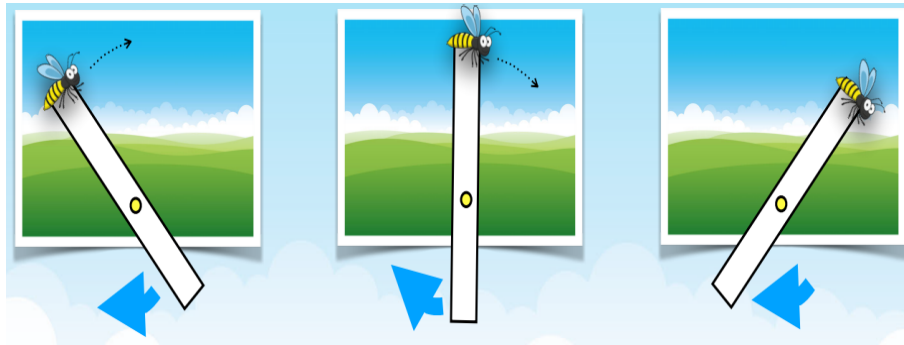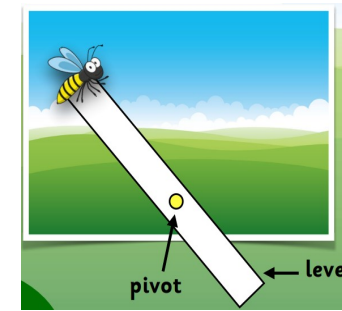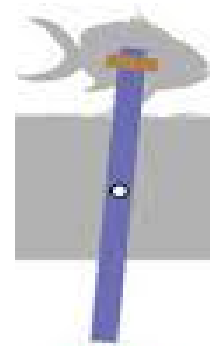
Year 1 Design and Technology — Autumn 2

Moving Minibeasts

Crucial Knowledge Organiser

Design

- I can design a moving minibeast picture to include a variety of moving mechanisms (slide and spin).
- I know what a pivot is (a pin which turns something).
- I know what a lever is (a bar used to move something).
- I can use a pivot and lever mechanism using card and a split pin.

Make

- I can make a sliding mechanism out of card.
- I can make a wheel mechanism using card and a split pin.
- I can match a mechanism to the type of movement they produce.
- I can follow a design to create a moving minibeast picture for a particular purpose.

Evaluate

- I can evaluate my finished moving minibeast picture by identifying things that worked well and things that could be improved.