

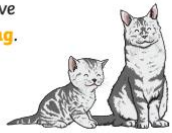
# Year 2 : Summer 2 Knowledge Organiser

## Science: Animals including humans



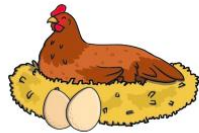
All living things **reproduce** and have **offspring**.

Some animals give birth to **live young**. Their offspring normally look like them when they are born.



Some animals lay eggs which hatch into live young. This **young** then develops into an **adult**.

When these eggs hatch, some animals look like their adult, e.g. birds and reptiles.



Other animals have offspring which do not look like them, e.g. fish and amphibians.

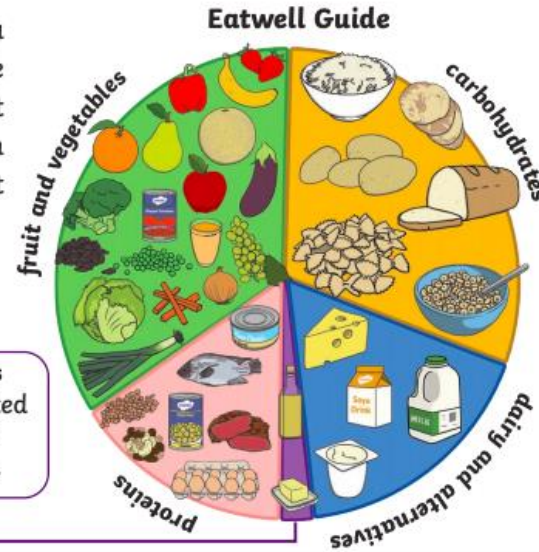


Key Vocabulary	
<b>adult</b>	A fully grown animal or plant.
<b>develop</b>	To grow and become stronger.
<b>life cycle</b>	The changes living things go through to become an adult.
<b>offspring</b>	The child of an animal.
<b>reproduce</b>	When living things make a new living thing of the same kind.
<b>young</b>	Offspring that has not reached adulthood.
<b>live young</b>	Offspring that has not hatched from an egg.

### Important facts to know by the end of the healthy living topic:

- Know that animals, including humans, have young animals that look like them.
- Know that the babies will grow into adults.
- Know what humans need to survive (including food and water).
- Know what animals need to survive.
- Know why it is important to exercise.
- Know why it is important to eat the right amounts of food.
- Know why it is important to keep clean and wash regularly.

To grow into a healthy adult, we must eat the right types of food in the right amount and **exercise**.



**oils and spreads**  
Choose unsaturated oils and use in small amounts.

Water, lower fat milk, sugar-free drinks including tea and coffee all count.  
**6-8 a day**

Eat less often and in small amounts.

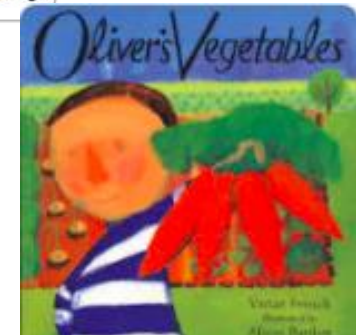
To stop illness and infections spreading, we must be hygienic and keep ourselves clean.



To stay alive, all animals have 3 basic needs:

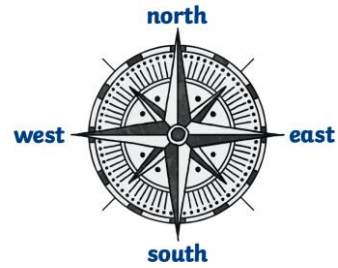


Key Vocabulary	
<b>dehydrate</b>	To lose water (dry out).
<b>diet</b>	The food and water that an animal needs.
<b>disease</b>	Illness or sickness.
<b>energy</b>	The power needed to carry out a task.
<b>exercise</b>	A physical activity to keep your body fit.
<b>germs</b>	Bugs that cause disease and illness.
<b>heart rate</b>	The number of times a heart beats in one minute.
<b>hygiene</b>	How clean something is (to stay healthy and stop disease and illness spreading).
<b>nutrition</b>	Food needed to live.
<b>pulse</b>	The beating of the heart that can be felt in your neck and wrist.



# Year 2 : Summer 2 Knowledge Organiser

## Oh I do like to be beside the seaside!



cliff



pier and wheel

The coastline around the UK is where you can find seaside resorts.

There are lots of islands around the world that people visit for their holidays. Some have a warmer **climate** than others.



beach huts



beach



sea

Weymouth



Blackpool



Isles of Scilly

Seaside Towns	Seaside Towns
Seaside towns have plenty of <b>attractions</b> for <b>tourists</b> .	Seaside <b>resorts</b> have plenty of restaurants and cafes for <b>tourists</b> to visit. There are also huts selling snacks, such as ice-creams, drinks and fish and chips.
The <b>bay</b> and beaches are some of the <b>physical features</b> that visitors can enjoy.	The <b>UK</b> is made up of the large island of Great Britain, Northern Ireland and many smaller islands.
The <b>harbour</b> is used for boat trips, fishing and seal spotting tours.	

Key Vocabulary	
<b>Local area</b>	Nearby.
<b>national</b>	Within the same country.
<b>resort</b>	A popular place for holidays.
<b>Tourist</b>	Someone who travels or visits a place for pleasure.
<b>feature</b>	An interesting or important part.
<b>Physical feature</b>	A feature that has been made or changed by humans.
<b>Human features</b>	A feature that has been made or changed by humans.
<b>Pier</b>	A structure built out into the water for people to walk on.
<b>Promenade</b>	A public place for walking for pleasure.

# Year 2 Textiles (Templates and joining techniques) Knowledge Mat

## SUBJECT SPECIFIC VOCABULARY

Wheels and axles are mechanisms that help things to move.	
<b>Appliqué</b>	to attach a decorative fabric item onto another piece of fabric by gluing and/or sewing.
<b>Fray</b>	to unravel or become worn at the edge.
<b>Mock -up</b>	a model which allows children to try out ideas using cheaper materials and temporary joints.
<b>Seam</b>	a row of stitches joining two pieces of fabric.
<b>Sew</b>	To join pieces of fabric with stitches.
<b>Template</b>	a shape drawn to assist in cutting out shapes.
<b>Glove puppet</b>	a glove puppet fits over the hand, and the fingers operate its head and arms.
<b>Hand puppet</b>	A hand puppet is a type of puppet that is controlled by the hand.
<b>Finger puppet</b>	A finger puppet is a type of puppet that is controlled by one or more fingers that occupy the interior of the puppet.

## JOINING TECHNIQUES



Gluing



Stapling



Safety pins



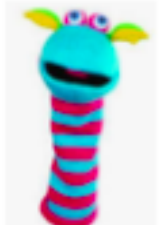
Sewing



## TYPES OF PUPPETS



Hand puppet



Glove puppet



Finger puppet

## STICKY VOCABULARY

design/designing	When you plan what something will look like. You will need to think about what materials you will use.
design criteria	The precise checklist that a project must achieve in order to be successful.
make/making	Use a variety of tools and finishing techniques to create a designed product.
evaluating	Once you have finished making your product, you must discuss how well it works in relation to the purpose and design criteria.
purpose	The purpose is why your product has been made. Who would use your product?
product	The item that you are going to design, make and evaluate.