

# Knowledge Organisers 1<sup>st</sup> Autumn Term

Science **History** Geography Art **PSHE** French Computing R.E. **Music P.E.** Year 3

Knowledge O	rganiser - Cycles	in Nature -	Science - Year	3
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	Key Vocabulary:
reproduce	The stage of living things creating new life e.g. having a baby.
fertilise	When the male and female parts of a living thing have created a new life.
anther	The part of a plant that contains the pollen.
pollen	The male part of a plant.
ovule	The female part of a plant.
mature	When a plant or animal becomes an adult.
ripen	When a baby plant becomes an adult, or a fruit/vegetable is ready to fall off the adult plant.
migrate	Moving south for the winter to warmer weather.
sprout	When a seed has started to grow, you can see roots and leaves forming.
hatchling	A baby animal that has hatched from an egg.
frogspawn	Frog eggs.







Parts of a Plant









## Year 3 History Knowledge Organiser – Ancient Egypt

Key Vocabulary	Definition	
River Nile	A river, which flows through the continent of Africa. It is the longest river throughout the world.	
Black Land	The land either side of the River Nile, which the soil turns black. It is full of rich nutrients to help plants grow.	
Irrigation	The supply of water, which helps land or crops to grow.	
Archaeology	A person who studies history by looking for things people in the past have left behind. Archaeologists look at objects (artifacts), people and places (sites) from a long time ago.	
Pharaohs	Pharaohs were the King or Queen of Egypt. A Pharaoh was the most important and powerful person in kingdom. They were the head of the government and the highest priest of every temple.	
Artifacts	An object made by humans, typically one of cultural or historical interest	



	Key Knowledge	
	I know Egypt is in Africa.	
	I Know the importance of the River Nile to Ancient Egyptians.	
1	I understand how archaeology helps us to find out about the past	
	I know that hieroglyphics can tell us about life in Ancient Egypt.	
	I know that Pharaohs were Ancient Egyptian rulers.	





## Knowledge Organiser - Spatial Sense - Geography - Year 3

Key Vocabulary	Definition
Eight-point compass	A tool used for navigation, shows the following directions; north, north-east, east, south-east, south, south west, west and north west.
Grid reference	A set of information (often a letter and a number) that locates a place on a map.
Symbols	Small simple pictures that represent different things on a map.
Кеу	A key gives information about the symbols included on a map. [Grab your reader's attention with a great quote from the document or use this space to emphasize a key point. To place this text box anywhere on the page, just drag it.]
Human features	Man-made features of an area, for example, buildings, bridges and roads.
Physical features	Natural features of an area, for example, rivers, hills, valleys.

### Key Knowledge

I know what a compass is and why they are important. I can name the 8 point on a compass. I know that OS (Ordinance Survey) symbols give us information about locations on a map. I can use 4 figure grid references to find and plot locations on a map

I know why and how the Fens were drained I know the similarities and differences between Puno (Peru) and West Norfolk (England)

## Eight Point Compass







Knowledge Organiser - Landscape a	nd Symmetry – Visual Arts – Year 3
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Key Vocabulary:	
landscape	A painting or drawing of a large area of the natural world, for example mountains or fields.
seascape	A type of landscape painting which is of the sea.
method	A way of doing something, for example the steps for painting a picture.
sketch	A rough drawing or painting, possibly to be looked at to be able to complete a finished drawing or painting.
brushstroke	The mark made by a paintbrush.
symmetry/symmetrical	Where the parts of a picture or object look exactly the same on both sides, a mirror image.
natural materials	Things from nature, used to make art, for example leaves, sticks or stones.
temporary	Something which lasts for a short time.

	Key Knowledge:
I	understand what a landscape and a seascape are.
lan	I know artists use different methods for painting dscapes like painting outside, painting in a studio or using a photograph
I kno	w some of the artwork by Turner and can describe his style and use of brushstrokes.
	derstand what symmetry is, can identify symmetry in paintings and create my own symmetrical artwork.
I ca	n use symmetry to create a work of art in the style of Andy Goldsworthy.



## Art that uses Symmetry

Leonardo da Vinci (1495-98) The Last Supper



Andy Goldsworthy (Born 1956)Untitled and undated





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## Knowledge Organiser – PSHE – Being Me in My World - Year Three

Vocabulary	
Acknowledge	To accept, admit, or recognise something, or the truth or existence of something.
Affirm	To state something as true. To show your support for an opinion or idea.
Solution	The answer to a problem.
Fairness	The quality of treating people equally or in a way that is right or reasonable.
Personal goal	Set by an individual to achieve objectives that will 'better' themselves.
Co-operate	To act or work together for a particular purpose, or to be helpful by doing what someone asks you to do.
Valued	Useful and important.







## **Key Knowledge**

I can face new challenges positively, make responsible choices and ask for help when I need it.

I can understand why rules are needed and how they relate to rights and responsibilities.

I can understand that my actions affect myself and others and I care about other people's feelings.



#### **Reflective questions** Ask me this...

Do you know how and when you learn the best?

Why is it important to feel valued/ that we belong?

What rights do we have in school?



## Knowledge Organiser Year 3 French Unit 1 Bonjour!

Key Language	English	
Bonjour!	Hello!	
Salut!	Hi!	
Au revoir!	Goodbye!	
Madame	Mrs	
Monsieur	Mr/sir	
Mademoiselle	Miss	
Comment t'appelles-tu?	What's your name?	
Je m'appelle	My name is	
Ça va?	how are you?	
Oui, ça va bien.	Yes, I'm well.	
Non, ça ne va pas.	No I'm not doing well.	
Comme çi comme ça.	l'm so-so	
un, deux, trois, quatre, cinq, six, sept, huit, neuf, dix	1-10	
c'est un piano	it's a piano	
un tambour	a drum	
une trompette	a trumpet	
une guitare	a guitar	
une flûte à bec	a recorder	
un garçon	a boy	
une fille	a girl	
un dragon	a dragon	



#### Year 3 Knowledge Organiser - Computing – Computing systems and networks – Connecting computers

Key Vocabulary	Definition	
Digital	An object that processes information digitally, which means	
device	that it does something beyond being either on or off	
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.	
Output	Information that comes out of the computer e.g. sound.	
Process	A series of actions or steps taken in order to achieve a particular end.	
Program	Software that run on a computer	
Connection	A relationship or link between two ideas.	
Network	Several interconnected computers, machines, or operations	
Network switch	A device that enables multiple devices on a network to be connected with each other	
Server	A computer that manages the network and stores files	
Wireless access point (WAP)	A device, connected to a wired network, that sends and receives wireless signals for/from devices with WiFi connectivity	

#### **Networks and Network Devices**

#### **Connections and Networks**

 In Computing, a connection describes a link between the computer and something else.

-For example, a computer may be connected to the internet through wires, a mobile data system, or WiFi.

 A computer network is a set of connections that joins computers together.

-The computers in the network can send and receive information to one another.



#### Network Devices

-Network switch: a device that helps different devices on a network to be connected with each other.

-Server: a computer that manages the network and stores files

Wireless access point (WAP): a device, connected to a wired network, that sends and receives wireless signals to and from devices.



#### Key knowledge

To explain how digital devices function.

To recognise how digital devices can change the way we work

To explain how a computer network can be used to share information

To explore how digital devices can be connected

To recognise the physical components of a network

#### Digital Devices - Input, Process Output (IPO)

 A device is something that has been made for a particular purpose (it has a special use). Digital devices use processing (have a process) There is more than just an on-off function. Digital devices have an input, process, output (IPO)

Input: Something that sends a message to the device. E.a. You press a button on the keyboard.

Process: The device acts on the meisoge, E.g. The computer follows a program that tells it what to do when the keyboard







Input Devices: Keyboard, joystick, mouse, web com, microphone, touch screen, track ball, digital camero.



Output Devices Screen/monitor, printer, headphones, projector, speaker, smartboard.

#### Why Networks Are Useful

 Computer networks allow us to send and receive. information between computers that are in different places.

Networks can help us to communicate quickly and easily.

 Networks can also join computers to shared devices, like scanners and printers.

-The internet is a global network of computers. Imagine how different life would be without the internet!

-If information is shared on a network, it helps to reduce the risk of data being lost, e.g. if one computer breaks.



## R.E. Year 3 Autumn 1 Knowledge Organiser

## Would celebrating Divali at home and in the community bring a feeling of belonging to a Hindu child?

Key vocabulary	Definition	
Hindu	Hinduism is a religion of many gods. However, all Hindus worship one supreme being, Brahman.	
Divali	The Hindu festival of light. Usually held in November. The festival symbolizes the victory of light over darkness and good over evil.	
Rama	Rama was a Prince who got banished to a forest. His wife Sita was captured, so Rama raised an army of animals and rescued her.	
Sita	The wife of Rama. When she is rescued by Rama, they travel home and tiny lights guide them back to safety. This is the start of the Divali celebration.	
Lakshmi	Lakshmi is the goddess of money and good luck in Hinduism. Hindus pray to her on Divali.	
temple	A Hindu temple is called a Mandir.	

#### **Key Knowledge**

I know what it feels like to belong to a group.

I can re tell the story of Rama and Sita

I know how Hindus celebrate Divali

I can explain how I think Hindu children feel when they take part in Divali celebrations

I know that having things in common with other people helps me to feel like I belong.



**Lighting Divali Lamps** 



Eating Divali sweets!



Hindu children celebrate Divali by:



Making Rangoli patterns

Key Vocabulary	Definition	Key Signature: C major — there         are no sharps or flats in the key	
Time signature	The rhythm following a clef	signature What note gets one beat	
Key signature	The key of a piece of music depends on the flats and sharps in the music.		
Minim	0	CDEFGAB Recorder NOTES Chart 1	
Crotchet			
Quaver	♪ <b>」</b>		
Tempo	The speed at which music is played		
Dynamics	Levels of sound in music (soft to loud)		
Ballard	A song that tells a story	Songs covered	
Country	A mixture of Ballard and dance music	<ul> <li>Home is where the heart is</li> <li>Let's work it out together</li> <li>Please be kind</li> </ul>	
Improvise	Create spontaneous music		
Рор	'Popular' music		







## Knowledge Organiser – PE – Cricket/Athletics - Year 3



Key Vocabulary	ulary Definition	
Runs	The unit of scoring.	
Stumped	The wicket keeper can stump the wicket off a bowled ball if the batter has moved beyond their crease.	
Crease	The lines in front of the wickets that mark positions for the bowler and batter.	
Push throw	When the performer pushes the item through the air.	
Pull throw	When the performer pulls the item through the air.	
Changeover	Where a baton is passed from one person to another.	

## Skill development

CRICKET	ATHLETICS
Be able to bowl a ball towards a target.	Develop jumping for distance and height, using different take off and landings.
Begin to strike a bowled ball after a bounce.	Be able to take part in a relay activity, remembering when to run and what to do.
Develop an understanding of tactics and begin to use them in game situations.	Be able to throw a variety of objects, changing my action for accuracy and distance.
Be able to use overarm and underarm throwing and catching skills.	Be able to use key points to help me improve my sprinting technique.

Skills		
Crease		
Stumping		
Push throw	Kr	
Pull throw		