

Merry Hill Infant School and Nursery - Knowledge organiser

Understanding of the World




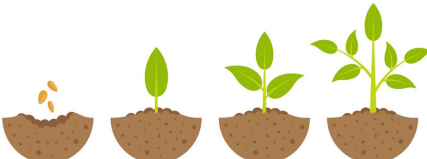
Topic: Dig a Little Deeper

Year Group : Nursery

Spring

Key Knowledge :

Key Vocabulary :

Animals - Pets, forest animals, farm animals, Dinosaurs	<p>How have you changed? What can you do now that you couldn't do before? What have you noticed about the seeds?</p> 
Jobs (Link to PSED - Dreams and Goals)	<p>What do you want to be when you're older?</p> <p>Different jobs —chef, artist, architect, postman, vet, doctor, beautician, builder</p> 
Looking after the Environment	<p>What can we do to look after our classroom? How can we make sure our environment is clean and tidy? What do we do with our rubbish and fruit peels? Why?</p> 
Planting Text links - Jasper's Beanstalk Oliver's vegetable garden	<p>What does a plant need to grow? Name parts of a plant</p> 
Healthy choices / snack time (Link to PSED - Healthy Me)	<p>Looking after our teeth. Making healthy choices at snack /lunchtime Noticing what happens to our bodies when we do exercise.</p>
Chinese New Year (1st February) Easter	<p>New Beginnings.</p>

Pet	An animal that you keep in your home to give you company and pleasure
Nocturnal	To be active at night
Future	An event that is yet to happen
Past	Having happened or gone by at an earlier time
Change	To make or become different
Old	Having lived for a long time
Remember	Think about something or someone from the past
Growing	To get bigger
Differences	Not the same
Similarities	Being like something else
Job	Work that someone is paid to do
Fruit	A plant that contains seeds and can be eaten
Vegetable	A plant or part of a plant used as food
Spade	A tool used for digging
Watering Can	Container with a long spout used for watering plants
Healthy	Fit and well body and mind
Environment	All the things together that surround animals and humans in the natural world, including the air, the water and the soil
Recycle	To use again
Pollution	Adding harmful materials into the environment