

Knowledge Organiser

EYFS Summer 2 - The Sea

What can be found in the ocean?



What might we see at the beach?



What can harm life under the sea?



Why are lighthouses important?



What stories have people told about the sea?

(Mythical)



How do we stay safe near the sea?



Key vocabulary

ocean - the largest areas of water in the world.

camouflage - when animals blend in with their surroundings so they are not seen by other living things.

rock pool - a pool of water in a trench or rock left behind when the tide goes out.

cliff - a steep rock face close to the edge of the sea.

habitat - a natural environment that plants and animals live in.

pollution - when the environment is contaminated, or dirtied, by waste, chemicals, and other harmful substances.

reflect - the return of light or sound waves.

circuit - a complete path around which electricity can flow.

myth - a traditional, ancient story that may not be true.

Knowledge Organiser – PSHE – Changing Me - EYFS

Key Vocabulary

Growing up	A typical feature or quality that something/somebody has.
Change	To become different.
Baby	A very young child or animal.
Adult	A fully-grown person who is legally responsible for their actions.

Key Knowledge

I understand that everyone is unique and special.
I can express how I feel when a change happens.
I know who to ask for help if I am worried about a change.





Reflective questions

Ask me this...

Can you name the parts of the body? E.g. nose, eyes...
How have you changed since you were a baby?

Key Vocabulary	Definition
Dodge	Change direction quickly, often used to lose a defender or avoid being caught.
Opponent	Someone not on your team.
Level	High, medium and low.

Skill development	
Games 2	Gymnastics 2
Show good control and coordination in small and large movements.	Talk about ways to keep healthy and safe.
Play cooperatively, taking turns.	Safely negotiate space.
Understand and follow rules.	Talk about my own ideas and use them in response to a task.

Skills	
Side-step	
Pike	
Straddle	