				> 0 AA							
Knowledge Organiser Year Group 2 Topic: Beachcombers Schema Q Q P P											
	<u>Timeline</u>	Key Local Links	<u>Vocabulary</u> <u>Dozen</u>	Definition							
Victorian seaside		Redcar beach Saltburn Beach	algae	A very simple, plant like living thing that grows in or near the water.							
		Whitby Scarborough	bathing machine	Bathing machines were used a long time ago so people could change in private before getting into the sea.	alla a						
10 years ago		Beach Huts Then	beachcomber	A person who walks along the beach looking for interesting objects to collect.							
3	To the state of th	Carry Ba	cliff	The area of rock, with one steep side.	313						
Present day			coast	The land near the sea							
seaside	4	Now	dune	A hill or mound of sand on the coast or in a desert.							
			island	A piece of land with water all around it.	(40.00 m)						
	Then	Now	mollusc	A soft animal that does not have a skeleton or exoskeleton							
Travel	Train	Car/ Bus	pier	A wooden structure going from land and out over water.	Manor P P P						
Food	Fish and Chips/ Ice-cream	Fish and Chips/ Ice-cream	rock pool	A pool filed with seawater on a rocky shore.							
			seashore	A land at the very edge of the sea.	War and a						
Activities	Donkey Rides	Donkey Rides, Arcades, Fun Fair	shingle	A name for a very small sound stones that cover a beach.							

Computing	Geography	History	DT	RE	Science	PE	PSHE
Explain how a branching diagram or tree works. Place objects and pictures in a list or a simple table. Make a simple Y/N tree diagram to sort information.	Explain how a place has changed over time. Use geographical vocabulary to name features of familiar and unfamiliar places.	Describe how their own life is different from past generations of their own family. Use further terms associated with the past (e.g. year, decade, century) Describe how people, places and events in their own locality have changed over time. Describe changes in the local area during their own lifetime and that of their parents and grandparents.	Use tools safely for cutting and joining materials and components. Join fabrics using running stitch, glue, staples, over-sewing and tape. Cut wood/dowel using a bench hook and hacksaw. Create and use wheels and axles, levers and sliders.	Re-tell Bible stories and stories from another faith about caring for others and the world. Identify ways that some people make a response to God by caring for others and the world.	Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.	Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.	Explain how their actions have consequences for themselves and others. Identify people who look after them. Identify who to go to if they are worries and how to attract their attention.