



## Year 1/2 - Summer Term 1 Sticky Knowledge.



At Cirencester Primary School, we want children to remember the most important facts, concepts and skills from each unit of learning, we call this Sticky Knowledge. These key ideas are designed to stay in children's long-term memory and support future learning. As we begin the First Summer Term, here is this term's Sticky Knowledge for your child. These short facts are perfect for quick chats, mini-quizzes or simple games at home. Regular revisiting helps children recall key learning, build confidence and make meaningful links between school and the wider world. Just a few minutes talking about these facts can make a big difference to your child's learning.

### Geography



Local study – Cirencester:

- We use addresses and postcodes to see small places like schools on maps
- Symbols on maps help us identify different features of the area
- Geographical features of an area include man-made and natural parts
- Within a school or town environment, there are features which suit a need/want e.g. hospital, school hall
- Cirencester has different types of houses and buildings in it

### Geography



Comparison study – Varanasi:

- Varanasi is a large city in the country of India in the continent of Asia
- Varanasi is located on the River Ganges which is used for Hindu worship, transport and rubbish disposal
- Some popular foods in Varanasi are dahl with roti bread, samosas and laddoo sweets
- Houses are different in the old town and new parts of Varanasi
- Transport is different in the old town and new parts of Varanasi
- There are similarities and differences between Cirencester and Varanasi in their river, food, houses and transport

### Life Skills – The Good Morning Club curriculum



- Learning means remembering things for a long time
- We learn better when we keep practicing and coming back to things
- It is okay to forget – trying to remember helps our brain grow
- Talking about our learning and thinking hard helps it stick
- The brain and body are connected and work together as one team
- The brain has many functions and jobs to do
- Different parts of the brain help me make decisions and cause certain reactions

### Science



- There are 6 animal families; mammals, reptiles, amphibians, birds, fish and insects.
- Humans are animals, we are mammals.
- Mammals and birds are warm-blooded.
- Amphibians, reptiles and fish are cold-blooded.
- Reptiles and fish have scales.
- Carnivores only eat meat, Herbivores only eat plants and Omnivores eat both.
- Pets rely on their owners for all the things they would normally find for themselves if they were living in the wild.

## World Views



- Religious people sometimes create artwork about their beliefs and from stories in the Bible.
- Artists from the same religion might create artwork that looks different depending on where they are from.
- Not all artworks of Jesus look the same.
- Many Hindus dance as a way to tell stories. Different actions can mean different things.
- A muezzin is the person in charge of calling Muslims to pray five times a day.
- A humanist is someone who tries to live a good life without religious beliefs.

## Music



- A composer is someone that writes music. A composition is the final piece of music we hear.
- The inter-related dimensions are the building blocks of music.
- A suite of music is a collection of compositions with a similar theme.
- A composition can be 'written' using symbols, notation or digitally recorded.
- Classical music from the past sounds different from modern music today. We can listen carefully to hear changes in style, and instruments.

## Art



- Still life is the art of arranging and expressing everyday objects.
- Still life can be used to explore how shapes, light, and arrangement tell a story and capture beauty in simple things.
- Artists such as Georges Braque use shapes to create still life compositions.
- Outline is the edge of a shape or object; form is the structure of the shape itself and shadow is the dark area created when an object blocks the light.

## PE

### Athletics



- Running F Face forward, head still, A Arms pump fast, hip to hip, S Speedy feet, T Trunk to be upright
- Throwing – standing side on Bolt pose, use opposite arm and opposite leg, point in the direction with the non-throwing hand
- Jumping, swing arms and bend knees to help you get further. Safety bend at knees when landing

## Computing



- In programming, different commands do different things to the sprite.
- An algorithm is a set of instructions.
- Programs use algorithms to know what to do.
- The values of a command can be changed.
- Changing the value of a command changes how long it does something for.
- There can be more than one sprite.
- Each sprite can have its own commands and can be moved differently.
- There are different backgrounds we can use in our programs.
- Programmers test their algorithms to make sure they work correctly.