EYFS		Superhero Me!		Knowledge Organiser
Word	Definition	Who lives in my house?	A superhero code.	What are the parts of our body
superhero	a character who has special powers and fights evil.	• Settling in & Transition Raise children's awareness of different family structures through using photographs/interactive resources & small world toys. Discuss that families are made up of different family members. Discuss 'Who is in Your Family?' Children make their own drawing/painting of 'My Family'. Family routines & celebrations Discuss special activities children do with their families. Identify children's surname as the family name. 'Superkid' Claire Freedman & Sarah McIntyre	Class rules- our own superhero code Team work- games & challenges Zones of regulation- exploring our feelings and strategies to help us express them. Getting to know the members of our team. Guess who? Friendships Mini-me figures Adverts for a superhero 'Juniper Jupiter'	called? • Baseline Assessment Finding out about the names and use of different body parts through songs, games, rhymes and stories. Painting self-portraits — labelling Using the digital camera to photograph different body parts — labelling & writing captions. 'All About Me' class book. Compare feet sizes and use them as a nonstandard measure for a variety of lengths. Healthy bodies 'Supertato'
sidekick	a sidekick accompanies a superhero and helps them.			
logo	a logo is special to a superhero and can identifies			
	them. to help someone	Super senses!	What do superheroes wear?	This is a job for!
rescue	in a dangerous situation.	Baseline Assessment Explore how we use our senses. Texture boxes Fingerprints	Baseline Assessment Designing capes Special features and address.	Superhero problem solving Trap the baddie- save the school! Real life super heroes
disguise	to wear other clothes or change how you look.	Sound walk Instruments Ink blot painting	Special features and gadgets Super logo tracing Superhero stories 'How to save a superhero' Caryl Hart & Ed	String maze 'Eliot midnight superhero' Anne Cottringer & Alex Smith
escape	to succeed in getting away from something.	I spy/ part of the picture game Paralympic super heroes 'Superworm' story mapping	Eaves	
headquarters	the main office of an organisation.	https://youtu.be/NttRkk4WcCA https://www.youtube.com/watch?v=QlaMeNmTG6c https://vimeo.com/429166306 https://www.youtube.com/watch?v=Yv5LqDw1mkI https://www.youtube.com/watch?v=kC7VWhqAsHY		
brave	having courage when something is difficult or scary			
Sooks that will	M	UPERIVATO CONTINUES OF THE PROPERTY AND CONTINUES OF THE PROPERTY	Activities.	