Manor Primary School Knowledge Organiser - EYFS

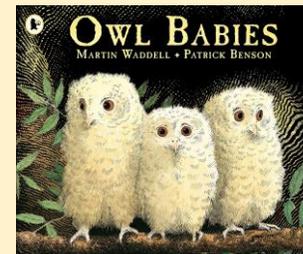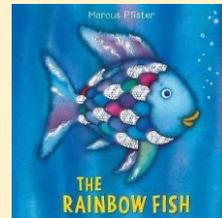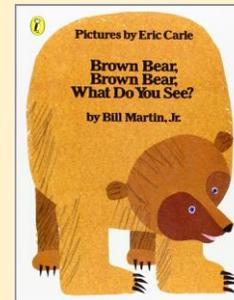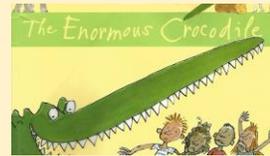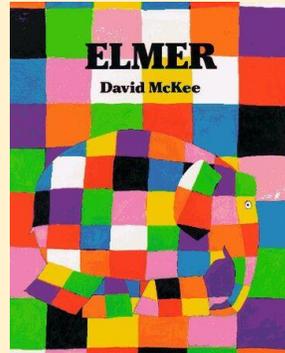| Topic: Animal Story Characters	Phase: EYFS	ELG: Demonstrate understanding of what has been read to them by retelling stories and narratives using their own words and recently introduced vocabulary. Anticipate (where appropriate) key events in stories. Use and understand recently introduced vocabulary during discussions about stories, non-fiction, rhymes and poems and during role play.

(Robins) What should I already know?

- That many stories are not real events (fiction).
- That stories have a place that they take place in, for example a castle or wood.
- That stories have characters (people, animals etc) in them, and that there is often one main character or group of characters.

At the end of the unit I will be able to (if I could not do at the beginning of the unit):

- Identify the main character or characters in a story.
- Recognise whether a story is real or not, and use the terms fiction and non-fiction.
- Recognise what a story is about, and what the problem (dilemma) is within the plot.
- Identify where the story is set.
- With a new story, suggest what will happen next at certain key points in the story.
- Anticipate what will happen next in familiar stories.
- Identify how characters are feeling at certain key points in the story.
- Create an alternative ending for a story.

Diagrams

Key Knowledge and vocabulary

Animal	One of a group of living things that can move around by itself to find food.
Story	An account of something that has happened. A story can be about real events or made up.
Character	A person or animal in a story.
Fiction	Writing that tells a story from someone's imagination. Fiction are things that did not really happen.
Non-fiction	Writing that tells us about things that have really happened.
Plot	The order of events in a story
Dilemma	A situation that needs a choice between two different actions, sometimes neither of them good.