



# Come and See Knowledge Organiser

## Year 2 - Topic 9 – Treasures



### What should I already know?

Everyone in the world is our neighbour and is loved by God

### What will I be learning?

- **Talk** about their own experience and feelings about the treasures they see or have and be able to say what they **wonder** about the treasures they see or have.
- **Ask and respond** to questions about their own and others' experiences of and feelings about what we treasure.
- **Ask** questions about what they and others wonder about the treasures of our world and realise that some of these questions are difficult to answer. **Retell** some special stories about creation and the treasures of God's world and be able to **describe** some ways in which religion is lived out by believers in the way they treasure God's world.
- **Compare** their own and others' ideas about questions about the treasures of our world that are difficult to answer. Children will be able to **make links** between religious stories about creation/ treasuring our world and beliefs and be able to **give reasons** for certain actions by believers in relation to treasuring God's world.
- **Make links** between how they feel about their treasure and how that might affect their behaviour and that of others.

### Big Question

Is the world a treasure?

### Key Words

<b>treasure</b>	Something precious to somebody, it doesn't always cost a lot of money.
<b>gift</b>	A present
<b>care</b>	Looking after and provide for the needs of someone or something.
<b>love</b>	A feeling when you like something very much.
<b>protect</b>	Looking after something and keeping it safe from harm.
<b>respect</b>	Showing that you value something or someone.
<b>Preserve creation</b>	Taking care of what has been given to us and made by God.
<b>precious</b>	Something of great value that shouldn't be wasted or treated carelessly.

### Scripture

Genesis 1:3, 9, 20, 24, 26

Psalms 19: 1-6 Isaiah 27: 3-4, 6

Luke 12: 27-28

Isaiah 41: 17-18

Psalms 147: 4-5, 8-9, 15-18

