




Reception Knowledge Organiser - The Gruffalo


The Gruffalo

The Author: Julia Donaldson	The illustrator: Axel Scheffler	  
<u>The characters</u>	<u>The environment</u>	
<ol style="list-style-type: none"> 1. Gruffalo 2. Mouse 3. Fox 4. Owl 5. Snake 	<ol style="list-style-type: none"> 1. Woods 2. Underground house 3. Rocks 4. Treetop house 5. Stream 6. Logpile house 7. Lake 	
<u>The story</u> <ol style="list-style-type: none"> 1. A mouse took a stroll through the deep dark woods and each animal he met wanted to eat him. 2. He told each animal that he was off to visit a Gruffalo and described it to them. 3. He told them the Gruffalo would eat them and they ran away. 4. Then he met an actual Gruffalo who wanted to eat him. 6. The mouse proved that he was too scary to eat by taking the Gruffalo to see the other animals. 7. He scared off the Gruffalo for good by saying that he would eat him! 		

Vocabulary

1. Environment	All the things together that surround animals and humans in the natural world.
2. Local	The particular place where you live.
3. Woods	A collection of trees growing close together in one area.
4. Lake	A large pool of water surrounded by land.
5. Stream	Like a small river. The water is flowing.
7. Natural	Not made by humans.
8. Compare	To look at similarities and differences.
9. Improve	To make better.
10. Human influence	People have had an effect on it.
11. Maintain	To keep in good condition.
12. Community	A group of people who live close together.
13. Senses	How we understand our surroundings using touch, smell, taste, sight, and hearing.
14. Opinion	What you think about something.
15. Features	The separate parts of an environment.

School Environment

Playground	<ol style="list-style-type: none"> 1. Activity circuit 2. Netball court 3. Shed 4. Bins 5. Benches 	
Field	<ol style="list-style-type: none"> 1. Running track 2. Willow tunnel 3. Trees 4. Sandpit 5. Gazebo 	
Side of school	<ol style="list-style-type: none"> 1. Gym 2. Quiet area 	
Front of school	<ol style="list-style-type: none"> 1. Den making 2. Benches 3. Stage 4. Planters 5. Fairy garden 6. Trees 	

Did you know...

The Gruffalo was inspired by a Chinese story about a little girl who escapes being eaten by a tiger by claiming to be the formidable Queen of the Jungle.

Features of Ferry Meadows

2 Cafes	Paths	Bridges	Watersports centre
3 Parks	River	Pond	Children's railway
Lakes	Trees	Sensory garden	Carpark
Woods	Wildlife area	Shop	Grass