



Year 2 Knowledge Organiser: The Dragon Machine

Genre: Fiction - Story with adventure focus
Writing outcome: To write a story based upon the model text using own ideas for a change of character and

Vocabulary:

overlook	tragic
perch	lumbered
havoc	wreckage
troublesome	venture
advice	consult
water lilies	machine
encyclopaedia	undercarriage
	engine



Changing verbs into past tense

just add ed	Double the last letter if there's a short vowel just before it, and then add 'ed'	. If the word ends in an 'e', drop the 'e' and add 'ed'	If the word ends in a 'y', change the 'y' for an 'i' and then add 'ed'
click - clicked	whir - whirred	chase - chased	hurry - hurried
follow - followed	step - stepped	tickle - tickled	worry - worried
climb - climbed	stop - stopped	rattle - rattled	stay - stayed

statement	Sentences that tell you something and end with a full stop. <i>The dragon has a large, yellow eye.</i>
command	Sentences that tell you to do something. <i>Sit down!</i> <i>Do not enter!</i>
question	Sentences that ask something and end with a question mark <i>How many dragons have you seen?</i>
exclamation	Sentences beginning with 'how' or 'what'. They include a verb and end with an exclamation mark. <i>What naughty dragons!</i> <i>How beautiful is that dragon!</i>