

<u>Science</u>

	Autumn	Autumn Term			Spring Term				ımmer Term
EYFS		Changes And Celebrations - Name and describe people who are familiar to them	 Explore t around t Recognis 	se some environments rent to the one in	It's A Wonderful World - Describe what they see, hear and feel whilst outside		 New Life, Come Outside Explore the natural world around them, animals and plants Know the similarities and differences between the natural wor around them and contrasting environments Understand some important processes and changes in the natural world around them 		
Year 1	Animals Including Humans - Identify and name basic parts of the human body - Senses	materials	- Identify and name a variety of		Plants - Identify common wild and garden plants - Describe the basic structure of a plant		Animals including Humans - Identify and name a variety of common animals		Seasons - Observe changes across the four seasons - Describe weather associated with th seasons
Year 2	 Identify and compare suitability of everyday materials How shapes of solid objects can be changed Habitats 		ve - Understand the cluding the animals and plants - Importance of e with them hygiene		ffspring that grow to adults - Desc basic needs of animals grow		- Descr grow	ibe and observe how seeds and bulbs to plants rstand the basic needs for a plant to gro	
Year 3	Rocks - Compare and group on appearance and physical properties - Describe how fossils are formed - Soils made up of rock and organic matter	Light is reflected from surfacesSun light can be dangerous		Forces - Compare how things move on different surfaces - Some forces need contact, magnetic forces don't - Attract and repel - Identify magnetic materials - Magnet has two poles		Plants - Identify and describe the functions of different parts of a plant - Requirements of plants for life and growth - How water is transported - Life cycle of a plant			 Animals including Humans Animals need the right type and amount of nutrition Humans and some animals have skeletons for support, protection ar movement
Year 4	Living things and their habitats - Living things can be grouped in a variety of ways - Explore and use basic classification keys - Recognise environments can chang	Electricity - Identify common electrical appliances - Construct simple circuits - Recognise some common conductor and insulators		 Animals including humans Function of the digestive system Different types of teeth in humans Food chains, identifying producers, predators and prey 		States of Matter - Solids, liquids and gases - Some materials can change state - Evaporation and condensation in the water cycle			Sound - Identify how sounds are made - How the ear works - Patterns in pitch and volume of sou - Understand sound gets fainter over distance
Year 5	 Forces Force of gravity Effects of air and water resistance and friction Levers, pulleys and gears 	Animals including Humans Changes as humans develop to old age 		Earth and Space - Describe movement of Earth and other planets - Describe the Moons movement - Spherical bodies of the Sun, Earth and Moon - Understand rotation to explain day and night		 Properties and changes of materials Compare and group everyday materials Use knowledge of solids, liquids and gases to understand how substances can be separated Understand some changes result in new materials 		y ids and ostances	 Living things and their Habitats Differences in life cycles of animal groups Life process and reproduction of so plants and animals
Year 6	Living things and their Habitats - Classification based on characteristics	Electricity - The effect more than one cell has - Use recognised symbols in diagrams		Light - How light travels - How the eye works - Why the way light travels explains why shadows are the same shape		 Animals including Humans Human circulatory system Impact of diet, exercise and lifestyle How water and nutrients are transported within animals 			 Evolution Living things have changed over tim and fossils help this understanding Living things produce offspring that vary Identify animals and plants that hav adapted to their environment