

SCIENCE CURRICULUM MAP

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
EYFS	No Science	<p>Exploring animals</p> <p>Talk about some of the things they have observed such as plants, animals, natural and found objects.</p>	<p>Exploring magnets + Sorting materials</p> <p>Comments and asks questions about aspects of their familiar world such as the place where they live or the natural world.</p> <p>Children know about similarities and differences in relation to places, objects, materials and living things.</p>	<p>Lifecycles – how things change</p> <p>Developing an understanding of growth, decay and changes over time</p> <p>They make observations of animals and plants and explain why some things occur, and talk about changes.</p>	<p>Keeping Healthy</p> <p>Children know the importance for good health of physical exercise, and a healthy diet, and talk about ways to keep healthy and safe</p> <p>Changing States</p> <p>Children know about similarities and differences in relation to places, objects, materials and living things.</p>	<p>Floating and sinking</p> <p>Children know about similarities and differences in relation to places, objects, materials and living things.</p>
KS1 CYCLE A/C	<p><u>Animals and humans</u></p> <ul style="list-style-type: none"> • identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals • identify and name a variety of common animals that are carnivores, herbivores and omnivores 		<p><u>Everyday materials</u></p> <ul style="list-style-type: none"> • Name everyday materials. E.g. wood, plastic, glass, water, etc. • Identify the uses of everyday materials. • Describe simple physical properties (everyday materials) • Compare and group materials. 		<p><u>Living thing and this habitats</u></p> <ul style="list-style-type: none"> • Living things – comparison to dead and things that have never lived. • Habitats – suited to each living things. • Name variety of plants and animals + habitats (including micro-habitats). • Simple food chains. Name different food sources. 	

	<ul style="list-style-type: none"> describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) notice that animals, including humans, have offspring which grow into adults find out about and describe the basic needs of animals, including humans, for survival (water, food and air) 	<ul style="list-style-type: none"> How shapes of solid objects can be changed by squashing, bending, twisting, etc. 				
KS1 CYCLE B	Human Body <ul style="list-style-type: none"> Basic human body parts – name, draw and label. Identify which parts of body associated with senses. Importance of exercise, diet (including food types), hygiene. 	Seasonal Changes <ul style="list-style-type: none"> Observe the four seasons. Describe weather associated with the seasons. Length of day varies. 		Plants <ul style="list-style-type: none"> Identify common garden plants Basic structure of plants and trees. Seeds and bulbs – how they grow. Requirements of plants – water, light, etc 		
YEAR 3 /4 CYCLE A	Fossils, Rocks and soils Dinosaur Topic (possible) <ul style="list-style-type: none"> Compare and group types of rocks. Fossil formation How soils are made. 	States of matter <ul style="list-style-type: none"> Comparing and grouping materials and material change of state Melting chocolate – compare melted and not melted chocolate 	No Science	No Science	Plants <ul style="list-style-type: none"> Identify parts of plants (roots, stem/trunk, leaves and flowers) Functions of parts of plants. Requirements of plant life and growth. Transportation of water within plants. 	Water cycle (States of Matter) <ul style="list-style-type: none"> States of matter – just evaporation and condensation

		(heating and cooling) <ul style="list-style-type: none"> Evaporation and condensation 			<ul style="list-style-type: none"> Flowers – pollination, seed dispersal, etc. 	
YEAR 3 /4 CYCLE B	Forces and magnets <ul style="list-style-type: none"> Friction + surfaces Magnetic force Magnetic objects – group and compare Magnetic poles Attraction and repelling. 	All living things Animals and Humans and habitats <ul style="list-style-type: none"> Group living things in variety of ways Classification Identify living things in local and wider environment. Environments changing causing danger to living things. 	Animals, including humans. <ul style="list-style-type: none"> Nutrition Skeleton and muscles (support, protection and movement) Digestive system (simple functions) Teeth – functions Food chains – producers, predators, prey. 	Sound <ul style="list-style-type: none"> Vibration (how sound is made) Ears - vibrations Pitch and volume (how they are created) Impact of distance on volume. 	Electricity Spalding PowerStation and David Evans (possible) <ul style="list-style-type: none"> Common appliances Simple circuits (cells, wires, bulbs, etc). Complete circuits – lighting up bulbs) Open and closed circuits Conductors and Isolators. 	Light <ul style="list-style-type: none"> Recognise darkness is the absence of light. Reflection of light Sun safety Shadows Size of shadows.
YEAR 5/6 CYCLE A	Living things and their habitats <ul style="list-style-type: none"> Classification of animals Reproduction of animals Differences in life cycles of animals 	No Science	Forces <ul style="list-style-type: none"> Gravity Air resistance Water resistance Friction 	Plants <ul style="list-style-type: none"> Reproduction of plants Classification of plants 	Earth and Space <ul style="list-style-type: none"> Movement of the Earth Movement of the moon Spherical bodies Day and Night 	Light & shadows <ul style="list-style-type: none"> How light travels The eye Reflection How shadows are formed

			<ul style="list-style-type: none"> Levers and pulleys Magnetic force 			<ul style="list-style-type: none"> Transparency of materials
YEAR 5/6 CYCLE B	Materials <ul style="list-style-type: none"> Hardness of materials Dissolving to form a solution Separation of substances Reversible and Irreversible changes 	Electricity <ul style="list-style-type: none"> Voltage within a circuit Use recognised symbols in diagrams. Components e.g. bulbs, buzzers, switches – variations of functions. 	Animals including Humans <ul style="list-style-type: none"> Changes due to old age Circulatory system Digestive System 	Properties and changes of materials <ul style="list-style-type: none"> Identifying properties of materials Transparent, translucent and opaque Conductivity of materials Magnetic properties 	Evolution/ Inheritance/Adaptation <ul style="list-style-type: none"> Inheritance – offspring sharing characteristics Adaptation - Animals and plants adapted to environment. Evolution – Living things changing over time. 	No Science