

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1</b>	<b>Seasonal Changes</b> (Investigating day length, wind speed and rainfall) <i>Observe closely using scientific equipment.</i>	<b>Everyday Materials</b> (Materials used for house building) <i>Ask and answer questions, using and gathering data.</i>	<b>Animals Including Humans</b> (Classifying British Wild Animals) <i>Compare and contrast animals/humans.</i>		<b>Plants</b> (Growing, observing and identifying plants) <i>Observe and record with some accuracy, the growth of a variety of plants as they change over time.</i>	
<b>Year 2</b>	<b>Use of Everyday materials</b> (Studying inventions and why certain materials were used for different aspects) <i>Comparing the uses of everyday materials. Recording their observations.</i>		<b>Living things and their habitats</b> <b>Animals including humans</b> (Finding out about animal habitats and simple food chains) <i>Sort and classify, talk about ways of answering their questions.</i>		<b>Animals Including Humans</b> (Learning about the needs of animals, including humans) <i>Asking questions and suggesting ways to find answers. Observe and measure.</i>	
<b>Year 3</b>	<b>Light</b> (Diwali, shadows and how they change) <i>Look for patterns in what happens to shadows as the light source moves or distance from it changes.</i>	<b>Animals including humans –Movement</b> (Looking at skeletons of various animals and imagining the skeleton of a dragon). <i>Identifying and grouping animals with/without skeletons.</i>	<b>Forces and magnets</b> (Exploring air resistance through running races) <i>Compare how some things move on different surfaces.</i>	<b>Rocks</b> (Investigating rocks and fossils) <i>Use hand lenses or microscopes to explore rocks, raise and answer questions about how rocks and soils are formed).</i>	<b>Plants</b> (Finding out about crops from farm to form) <i>Discovering how seeds are formed by looking at the stages of a plant life cycle. Observe how water travels up the stem.</i>	<b>Animals including humans</b> (Exploring nutrition, making a healthy sandwich) <i>Researching different food groups, designing meals based on their findings.</i>
<b>Year 4</b>	<b>Sound</b> (Mini-investigations into sound sources, design your own sound experiment). <i>Finding and describing patterns in the sounds made by different objects.</i>	<b>Electricity</b> (Investigating circuits, designing their own circuit for a specific purpose). <i>Observe patterns and determine conclusions as to when a bulb will light and why.</i>	<b>Living Things and their habitat</b> <b>Animals including humans</b> (Discovering and classifying rainforest plants and animals. Constructing their own food chains, describing the basic parts of the human digestive system and the function of different types of human teeth.) <i>Make a classification key of rainforest animals. Compare teeth of different animals.</i>		<b>States of Matter</b> (Exploring changes of state by looking at the Water cycle) <i>Observe changes of state when materials are heated/cooled, research the temperatures at which different materials change state, observe and record evaporation over a period of time.</i>	
<b>Year 5</b>	<b>Forces</b> (Investigating water resistance, looking at boats) <i>Exploring resistance in water.</i>		<b>Properties and changes of Materials</b> (Recovering ingredients from a mixture by evaporating, exploring dissolving, comparing and grouping materials based on their properties) <i>Carry out tests to answer questions and compare materials.</i>		<b>Earth and Space</b> (Creating their own solar systems and using role play to explore the planets) <i>Creating simple models of the solar system.</i>	<b>Forces</b> (Gears and pulleys – recognising some mechanisms that use these) <i>Design and make artefacts using gears and pulleys.</i>

<p><b>Year 6</b></p>	<p><b>Electricity</b>          (Using components to build circuits and explore how brightness of a bulb or volume of buzzer is linked to voltage, using and recognising symbols associated with circuits).  <b>Identify the effect of changing one variable at a time in a circuit. Design and make a useful circuit.</b></p>	<p><b>Evolution and Inheritance</b>          (Finding out how living things have changed over time and look at adaptation.)  <b>Comparing how some living things are adapted to survive in extreme conditions.</b></p>	<p><b>Animals inc Humans</b>          (Exercise and the circulatory system)  <b>Explore the work of scientists and scientific research about the relationship between diet, exercise, drugs, lifestyle and health.</b></p>	<p><b>Living things and their habitat</b>          Classify and group living things including micro-organisms, plants and animals, giving their reasons.  <b>Identify some plants and animals in the immediate environment, research unfamiliar ones and decide where to place them in their classification system.</b></p>	<p><b>Light</b>          (Exploring how light travels, is reflected and cannot pass through some materials)  <b>Extend their experience of light by looking at a range of phenomena inc rainbows, objects appearing bent in water due to refraction.</b></p>
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