Science Topic Overview

	Autumn Term	Spring Term	Summer Term
Nursery	**Observation and understanding of the immediate environment**		
Reception	**Observations over time** Weather, seasons and plants across the year Light and shadows Materials Magnets Senses	**Observations over time** Weather, seasons and plants across the year Investigation: water, floating and sinking, seasons Keeping healthy Animals and their habitats	**Observations over time** Weather, seasons and plants across the year Animals and their habitats Plants Life cycles Forces Sorting and classifying
Y1	**Seasonal Change** Weather, seasons and length of the day **Plants** Observe plants **Animals, including humans** Identify and name parts of human body Five senses Identify and name animals using key features	**Seasonal Change** Weather, seasons and length of the day. **Plants** Observe plants and make comparisons **Materials** Simple physical properties of everyday materials	**Seasonal Change** Weather, seasons and length of the day and make comparisons **Plants** Identify and classify plants **Animals , including humans** What animals eat Simple investigations using the five senses
Y2	**Plants** Planting and how plants grow **Animals** Habitats and micro-habitats Babies grow to adults Health and hygiene	**Plants, Animals and Habitats** Planting, what plants need to grow, comparing plants Some animals get food from plants Identifying animals in micro-habitats **Materials** Properties of materials and their suitability for different purposes Shapes of solid objects can be changed	**Plants** Measuring plants and comparing seeds, bulbs and plants Harvesting plants **Animals** Food chains Plants and animals in habitats depend on each other Basic needs of animals and plants Lifecycles of animals

Y3	**Plants** Gathering evidence of plant lifecycles **Rocks** Rocks, soils and fossils **Forces and Magnets**	**Plants** Gathering evidence of plant lifecycles **Animals, including humans** Skeletons and muscles. **Light** Needing light to see things. Reflection and how shadows change	**Plants** Gathering evidence of plant lifecycles and make comparisons **Animals, including humans** What nutrients humans get from food.
Y4	**Living things and their habitats** Gathering evidence of living things in the playground **Animals, including humans** The digestive system **States of matter** Solids, liquids and gases and changing state	**Living things and their habitats** Gathering evidence of living things in the playground **Sound** How sound travels and how sounds can be changed	**Electricity** Making simple circuits with on component, using non-standard symbols to represent circuits, insulators and conductors **Living things and their habitats** Gathering evidence of living things in the playground Review how the playground habitat has changed throughout the year Food chains
Y5	**Living things and their habitats** The life cycle of plants and animals – planting a range of bulbs. **Properties and changes of materials** Extend properties to include electrical and thermal conductivity. Dissolving and chemical changes. Separating materials.	**Forces** Friction, water resistance and air resistance. Gravity as a non-contact force. Mechanisms to reduce load. **Living things and their habitats** The life cycle of plants and animals with a focus on plants that reproduce asexually The life cycle of plants and animals – planting a tuber.	**Living things and their habitats** Comparing the life cycle of plants and animals **Animals including humans** Changes as humans develop to old age **Earth and Space** The movement of the earth and moon and its impact
Y6	**Evolution and Inheritance** Planting varieties of bulbs of one type of flower e.g. daffodil **Living things and their habitats** Classification – plants and animals **Light** How light travels and how we see	**Animals, including humans** The Circulatory System and the impact of lifestyle	**Electricity** Changing circuits by adding further components and using standard symbols **Evolution and Inheritance** Variation, adaptation and evolution