

Science Topic Overview

EYFS

- materials and their properties
- observe weather, seasons and plants over the year
- learn about different types of animals: mammals (including humans), fish, amphibians, reptiles and birds
- learn about the five senses

	Autumn Term	Spring Term	Summer Term
Y1	<p>Seasonal Change Weather, seasons and length of the day</p> <p>Plants Observe plants</p> <p>Animals, including humans Identify and name parts of human body Five senses Identify and name animals using key features</p>	<p>Seasonal Change Weather, seasons and length of the day.</p> <p>Plants Observe plants and make comparisons</p> <p>Materials Simple physical properties of everyday materials</p>	<p>Seasonal Change Weather, seasons and length of the day and make comparisons</p> <p>Plants Identify and classify plants</p> <p>Animals , including humans What animals eat Simple investigations using the five senses</p>
Y2	<p>Plants Planting and how plants grow</p> <p>Animals Habitats and micro-habitats Babies grow to adults Health and hygiene</p>	<p>Plants, Animals and Habitats Planting, what plants need to grow, comparing plants Some animals get food from plants Identifying animals in micro-habitats</p> <p>Materials Properties of materials and their suitability for different purposes Shapes of solid objects can be changed</p>	<p>Plants Measuring plants and comparing seeds, bulbs and plants Harvesting plants</p> <p>Animals Food chains Plants and animals in habitats depend on each other Basic needs of animals and plants Lifecycles of animals</p>

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

