Year	Autumn Term	Spring Term	Summer Term
1	Materials - Castles and Toys • distinguish between an object and the material from which it is made • identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock • describe the simple physical properties of a variety of everyday materials • compare and group together a variety of everyday materials on the basis of their simple physical properties Seasonal Changes - Autumn & Winter • observe changes across the four seasons • observe and describe weather associated with the seasons and how day length varies	 Animals - Forest animals / The jungle 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 • describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) Seasonal Changes - Spring 	Animals (Humans) - Senses • identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense Plants - Growing • identify and name a variety of common wild and garden plants, including deciduous and evergreen trees • identify and describe the basic structure of a variety of common flowering plants, including trees Seasonal Changes - Summer
2	Uses of everyday materials - • identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses • find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching	Animals, including humans - • find out about and describe the basic needs of animals, including humans, for survival (water, food and air) • describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene	Living things and their habitats - • explore and compare the differences between things that are living, dead, and things that have never been alive • identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other • identify and name a variety of plants and animals in their habitats, including micro-habitats • describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food Animals, including humans - • notice that animals, including humans, have offspring which grow into adults

3 Rocks, fossils and soil - • compare and group together different kinds of rocks on the basis of their appearance and simple physical properties • describe in simple terms how fossils are formed when things that have lived are trapped within rock • recognise that soils are made from rocks and organic matter	Light - • recognise that they need light in order to see things and that dark is the absence of light • notice that light is reflected from surfaces • recognise that light from the sun can be dangerous and that there are ways to protect their eyes • recognise that shadows are formed when the light from a light source is blocked by a solid object • find patterns in the way that the size of shadows change Forces and Magnets - • compare how things move on different surfaces • notice that some forces need contact between two objects, but magnetic forces can act at a distance • observe how magnets attract or repel each other and attract some materials and not others • compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials • describe magnets as having two poles • predict whether two magnets will attract or repel each other, depending on which	 Plants - • observe and describe how seeds and bulbs grow into mature plants • find out and describe how plants need water, light and a suitable temperature to grow and stay healthy Animals, including humans - • identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat • identify that humans and some other animals have skeletons and muscles for support, protection and movement Plants - • identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers • explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant • investigate the way in which water is transported within plants • explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal
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4	Electricity - • identify common appliances that run on electricity • construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers • identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery • recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit • recognise some common conductors and insulators, and associate metals with being good conductors States of Matter - • compare and group materials together, according to whether they are solids, liquids or gases • observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C) • identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature	Sound - • identify how sounds are made, associating some of them with something vibrating • recognise that vibrations from sounds travel through a medium to the ear • find patterns between the pitch of a sound and features of the object that produced it • find patterns between the volume of a sound and the strength of the vibrations that produced it • recognise that sounds get fainter as the distance from the sound source increases	Living things and their habitats - • recognise that living things can be grouped in a variety of ways • explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment • recognise that environments can change and that this can sometimes pose dangers to living things • construct and interpret a variety of food chains, identifying producers, predators and prey Animals, including humans - • describe the simple functions of the basic parts of the digestive system in humans • identify the different types of teeth in humans and their simple functions
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5 Materials - • compare and everyday materials on the properties, including their transparency, conductivity thermal), and response to a some materials will dissolve solution, and describe how substance from a solution of solids, liquids and gases to might be separated, include sieving and evaporating • g evidence from comparative the particular uses of ever including metals, wood and that dissolving, mixing and reversible changes • explait result in the formation of a that this kind of change is reversible, including change burning and the action of a soda	basis of their hardness, solubility, r (electrical and magnets • know that e in liquid to form a to recover a • use knowledge of decide how mixtures ling through filtering, five reasons, based on e and fair tests, for ryday materials, plastic • demonstrate changes of state are in that some changes new materials, and not usually res associated with	 s - • explain that unsupported objects fall ds the Earth because of the force of y acting between the Earth and the falling t • identify the effects of air resistance, resistance and friction, that act between g surfaces • recognise that some anisms, including levers, pulleys and gears, a smaller force to have a greater effect and Space - • describe the movement of arth, and other planets, relative to the Sun solar system • describe the movement of oon relative to the Earth • describe the Earth and Moon as approximately spherical s • use the idea of the Earth's rotation to n day and night and the apparent nent of the sun across the sky 	Living Things and their Habitats - • describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird • describe the life process of reproduction in some plants and animals Animals including Humans (link to PSHCE + SRE) • describe the changes as humans develop to old age
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6	Living Things and Habitats - • describe how	Animals including humans - • identify and name	Light - • recognise that light appears to travel
	living things are classified into broad groups	the main parts of the human circulatory system,	in straight lines • use the idea that light travels
	according to common observable characteristics	and describe the functions of the heart, blood	in straight lines to explain that objects are seen
	and based on similarities and differences,	vessels and blood • recognise the impact of diet,	because they give out or reflect light into the
	including microorganisms, plants and animals •	exercise, drugs and lifestyle on the way their	eye • explain that we see things because light
	give reasons for classifying plants and animals	bodies function describe the ways in which	travels from light sources to our eyes or from
	based on specific characteristics	nutrients and water are transported within	light sources to objects and then to our eyes •
		animals, including humans	use the idea that light travels in straight lines
		Evolution and inheritance - • recognise that	to explain why shadows have the same shape as
	Electricity - • associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit • compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches • use recognised symbols when representing a simple circuit in a diagram	living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago • recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents • identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution	the objects that cast them