Progression of skills and knowledge	3 6024		Whole School Curriculum Plan			Subject - Science		
	In the school Year 2022/23, there will be a mixed Year 2 class. Due to this both Year 1 and Year 2 will be learning the Year 2 curriculum units in the 2022/23 academic year and in 2023/24 we will be learning the Year 1 curriculum units.							
		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	
	Year 1	Learn about the basic parts of the human body and explore their five senses	Learn about common objects and their materials to begin describing their properties.	Learn about lights sources and how to create shadows.	Learn about animals in our locality, identifying common animals and which are herbivores, omnivores or carnivores.	Learn out about the plants that live in our locality. Learn to name and identify common wild and garden plants, including trees.	To learn about and recreate an experiment from a famous scientist from the past.	
	Year 2	Explore the properties and uses of everyday materials. Explore how the shapes of objects can be changed by squashing, bending, twisting and stretching. In doing this, raise questions, perform simple tests, and gather and record data.		Explore and compare things that are living, dead or never been alive.  Start to teach habitats - Explore how different habitats are suited for different needs and how animals obtain.	Continue to explore and compare things that are living, dead or never been alive. Explore how different habitats are suited for different needs and how animals obtain their food from plants and other animals, understand a simple food chain, explore and name different sources	Explore 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.  Explore how seeds and bulbs grow into mature plants.	Explore the importance of exercise, diet and good hygiene, building on the topic in Year 1 Explore the basic needs of humans for survival and understand the importance for humans of eating the right amounts of different types of food, and hygiene.	

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		Vear 4	Learn how sounds are	Revisit uses of electricity	Learn about states of	Learn about digestion and	Learn how living things	Research animals as
		Tean 4	made on a variety of	and the importance of		different types of teeth,	can be grouped in a	builders, comparing their
			instruments and how they	safety before constructing		moving on to explore	variety of ways. Explore	structures to our own, to
			can be changed in volume,	simple circuits. Understand	according to whether they	deadly predators and	and use keys to identify	then recreating a style of
			pitch and over distance.	how to change a circuit by	are solids, liquids or gases.	their prey, in their	and name a variety of	animal structural
			Explore making sounds on	changing its components,	(Abcorvo that como	exploration of food	living things.	building.
			a range of	changing its components,		exploration of food	Look at how changes	bulluling.
			a range or					
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	objects that aren't instruments, in order to investigate how sounds are created to make music.	leading to application of knowledge and skills to make an alarm using their circuit knowledge.	materials change state when heated or cooled, and identify the part played by evaporation and condensation in the water cycle.	chains. Work scientifically, using enquiry, practical experiments and handson research to answer questions and investigate how we eat, why we eat and what we eat.	to habitats can pose dangers to living things.	engineers and architects and the structures they built.
Year 5	Learn about space. The Solar System, how ideas about space have changed over time. Explore what causes us to experience night and day on Earth.	Learn about materials. How they change. Test properties of material, look at how materials dissolve, what a solution is and evaporation. Compare reversible and irreversible changes.	Look at the life cycles of various species including mammals, amphibians, fish and birds. Describe the life process of reproduction in plants and animals.	Learn about forces and machines. They start with the force of gravity then study friction forces, including air and water resistance, before investigating how simple machines work.	Look at and describe the changes as humans develop to old age. Identify stages in the growth and development of humans and learn about the changes experienced in puberty.	Learn about materials, how they change and which changes are reversible and irreversible. Recognise how these properties are applied in the real world.
Year 6	Build on previous learning about grouping living things (Y4) by investigating classification system in more detail. Revisit classification then develop knowledge by exploring fungi and bacteria. Look at the work of Carl Linnaeus, the scientist.	Build on previous learning (Y3+4) on main body parts and internal organs (skeletal, muscular and digestive system). Consider life processes that are internal to the body (e.g. circulatory system). Consider the impact of lifestyle on bodies, particularly of humans. Scientists are continually finding out what is good and bad for us, and their ideas do change as more research is carried out.	Build on previous learning (Y3) about fossils, look at the work of palaeontologist Mary Anning. Find out more about how living things have changed over time. Understand how characteristics are passed from parent to offspring. Appreciate that variation over time can make animals more or less likely to survive in particular environments (adaptation). Look at evolution and Charles' Darwin's theory of natural selection.	Build on previous Y3 learning (light, shadows and reflection). Introduce the concept of light travelling in straight lines. Explore how light travels. Apply this understanding to the production of shadows and how light is reflected. Use scientific skills to raise and answer questions.	This topic builds on the Year 4 work on electricity, taking it into the scientific use of symbols for components in a circuit, as well as considering the effect in more detail of changing components in a circuit. The children have the opportunity to apply their learning by creating an electronic game.	Use their science and link it to an historical event. E.g. The Titanic. Base the learning around applying the working scientifically skills that they have learned so far, to explore some of the scientific concepts. (Titanic - floating and sinking. Use as an opportunity to embed, assess and observe working scientifically skills, laying foundations for transition to KS3 science.