

Class 1 Year R/1	Class 2 Cycle B Year 1/2	Class 2 Cycle A Year 1/2	Class 3 Cycle B Year 2/3	Class 3 Cycle A Year 2/3	Class 4 Cycle B Year 4/5	Class 4 Cycle C Year 4/5	Class 4 Cycle A Year 4/5	Class 5 Cycle B Year 5/6	Class 5 Cycle C Year 5/6	Class 5 Cycle A Year 5/6
Working scientifically	Working scientifically		Working scientifically	Working scientifically	Working scientifically	Working scientifically	Working scientifically	Working scientifically	Working scientifically	Working scientifically
Animals, including humans (naming animal and body parts) Y1	Animals, including humans (naming animal and body parts) Y1	Animals, including humans (Health and growth) Y2	Animals, including humans (skeletons) Y3	Animals, including humans (Health and growth) Y2	Animals, including humans (changes in humans as they grow) Y5	Animals, including humans (changes in humans as they grow) Y5	Animals, including humans (teeth, eating and digestion) Y4	Animals, including humans Y6 (circulatory system, functions of heart, blood vessels and blood, health, water transport in animals)	Animals, including humans Y6 (circulatory system, functions of heart, blood vessels and blood, health, water transport in animals)	Animals, including humans (teeth, eating and digestion) Y4
Plants (names and structure) Y1	Plants (names and structure) Y1	Living things and their habitats (suitable habitats/simple food chains) Y2	Plants (functions of parts and life cycles) Y3	Living things and their habitats (suitable habitats/simple food chains) Y2	Living things and their habitats (life cycles, reproduction) Y5	Living things and their habitats (life cycles, reproduction) Y5	Living things and their habitats (grouping and simple classifying/changes to habitats can pose dangers) Y4	Living things and their habitats (classifying including micro-organisms) Y6	Living things and their habitats (classifying including micro-organisms) Y6	Living things and their habitats (classifying including micro-organisms) Y6
		Plants (growing conditions for seeds and bulbs) Y2		Plants (growing conditions for seeds and bulbs) Y2						
Everyday materials (names and properties of simple materials) Y1	Everyday materials (names and properties of simple materials) Y1	Uses of every day materials (suitability and changing shapes of materials) Y2	Rocks (Simple properties, fossils, soils) Y3	Uses of every day materials (suitability and changing shapes of materials) Y2	Properties and changes Y4 (more properties including thermal and electrical conductivity, mixing and separating reversible and irreversible)	Properties and changes Y4 (more properties including thermal and electrical conductivity, mixing and separating reversible and irreversible)	States of matter (solids, liquids, gases, heating and cooling, water cycle) Y4		Properties and changes Y4 (more properties including thermal and electrical conductivity, mixing and separating reversible and irreversible)	States of matter (solids, liquids, gases, heating and cooling, water cycle) Y4
	Electricity			Light (dark is the absence of light, size of shadows) Y3		Light (Travels in straight lines, how we see things) Y6	Electricity (simple circuit, switches, conductors and insulators) Y4	Electricity (what affects bulb brightness, buzzer volume, voltage, symbols) Y6	Light (Travels in straight lines, how we see things) Y6	Electricity (what affects bulb brightness, buzzer volume, voltage, symbols) Y6
		Sound					Sound (fainter sounds further away, vibrations)			Sound (fainter sounds further away, vibrations) Y4
	Forces		Forces and magnets (friction-how things move on different surfaces/magnets) Y3		Forces (gravity, friction, air-resistance, levers, pulleys and gears) Y5	Earth and Space (other planets) Y5		Forces Y5 (gravity, friction, air-resistance, <u>levers</u> , <u>pulleys and gears</u>)	Earth and Space (other planets) Y5	
Seasonal Changes (changes and weather)	Seasonal Changes (changes and weather)	Seasonal Changes (changes and weather)			Evolution and inheritance (more about fossils, adaptation) Y6			Evolution and inheritance (more about fossils, adaptation) Y6		