

	Topic 1	Topic 2	Topic 3	Topic 4	Topic 5	Topic 6
Understanding the World - EYFS						
Term specific provision	Children will make new friends and become confident with new people. Know some of the things that make them unique. Talk about some of the similarities and differences about their own and others families	Autumn walk Nocturnal animals and hibernation	Making hot chocolate Keeping warm in the cold weather – what clothes should we wear? Investigate how clothes keep us warm Ice experiment	Signs of spring and new life Talk about the work of farmers and the work that they do. Investigation - What do seeds need to grow?	Become familiar with the names of animals and their babies. Where do animals live? What do animals need to grow? Small world jungle, farm, zoo.	Taking care of our Wonderful World Recycling Summer holidays Sea creatures Create a rock pool
Ongoing provision	Observe seasonal changes, play with seasonal objects and read books relating to the seasons.					
Nursery Curricular Goals	Use all of their senses to explore the world around them. Take care of a plant and talk about how it grows.					
Reception Curricular Goals	Know their own family tree Care for an animal					
Science						
Year 1	Human Body and Senses	Common animals other than humans and their basic structure	Plants - basic structure and observing growth over time	Nature and field journals - observations over time of seasonal changes, plants, weather and length of day	Everyday materials - naming of materials and their properties	
Year 1 & 2	Nature and field journals - observations over time of seasonal changes, plants, weather and length of day	Common animals other than humans and their basic structure Living things and their Habitats	Humans - what humans need to survive, human growth and exercise	Plants - basic structure and observing growth over time	Everyday materials - naming of materials and their properties Uses of everyday materials -	

			Human body and senses		suitability of different materials for particular uses	
Year 2	Nature and field journals - observations of plants and animals in their local environment throughout the year	Humans - what humans need to survive, human growth and exercise	Uses of everyday materials - suitability of different materials for particular uses	Human health and nutrition; requirements for plant growth	Living things and habitats	
Year 3	Standalone unit on light - shadows and reflections	Nutrition, diet and movement and the skeleton	Rocks and fossils	Forces and magnets	Plants - functions or parts and plant growth	
Year 3 & 4	Electricity - series circuits, switches, conductors, insulators Standalone unit on light - shadows and reflections	Animals Including Humans Teeth and the digestive system Nutrition, diet and movement and the skeleton	Sound Forces and Magnets	States of matter Rocks and Fossils	Plants - functions or parts and plant growth Habitats – grouping and classifying plants and animals	
Year 4 & 5	Earth and Space Forces and falling objects	Habitats - grouping and classifying plants and animals	Sound Electricity – series circuits, switches, conductors, insulators	Teeth and the digestive system Animals Including Humans – growth and development of humans PLUS exercise and the circulatory system	Materials- reversible and irreversible changes States of Matter	
Year 5 & 6	Living things and their Habitats Evolution and Inheritance	Materials - reversible and irreversible changes	Earth and space Light – exploring the way light behaves including light sources, reflection and shadows	Forces and falling objects Electricity	Life cycle changes in animals and plants; naturalists Animals including humans - growth and development of humans PLUS	

					exercise and the circulatory system	
Year 6	Evolution and inheritance - adaptation, survival of the fittest, reproduction and passing on traits	Light - exploring the way light behaves including light sources, reflection, shadows	Famous scientists and their contributions to the world Animals/Health	Classification including subdivisions for vertebrates and invertebrates	Electricity	