

Science Curriculum Overview

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<p><u>We All Belong Here</u></p> <p>Seasonal Changes</p>	<p><u>Why Do Squirrels Hide Their Nuts</u></p> <p>Living things and their habitats (name common weather, landscape & animals found in polar regions)</p>	<p><u>Winter Wonderland</u></p> <p>Living things and their habitats (name common weather, landscape & animals found in Africa)</p>	<p><u>Dinosaur Stomp</u></p> <p>Everyday materials (name materials)</p>	<p><u>The Sights and Sounds of Africa</u></p> <p>Plants (name parts of flowers and trees)</p>	<p><u>Mad About Minibeasts</u></p> <p>Animals, including humans (name common young & adult animals found in the UK)</p>
1	<p><u>Space</u></p> <p>Everyday materials (name materials & properties)</p>	<p><u>School Days</u></p> <p>Seasonal Changes</p>	<p><u>No Place Like Home</u></p> <p>Animals, including humans (naming animals & body parts)</p>	<p><u>Monarchs</u></p> <p>Animals, including humans (naming animals & body parts) continued.</p>	<p><u>Rio de Vida</u></p> <p>Forces</p>	<p><u>Enchanted Woodland</u></p> <p>Plants (name common flowers & trees and describe their structure)</p>
2	<p><u>Bright Lights, Big City</u></p> <p>Uses of everyday materials (includes physical changes squash, bend etc.) & enquiry types</p>	<p><u>Significant People</u></p> <p>Uses of everyday materials (includes physical changes squash, bend etc.) & enquiry types</p>	<p><u>Muck, Mess and Mixtures</u></p> <p>Animals, including humans (health and growth)</p>	<p><u>Under the Canopy</u></p> <p>Living things and their habitats (suitable habitats/ simple food chains)</p>	<p><u>Land Ahoy!</u></p> <p>Plants (conditions for growing)</p>	<p><u>On the Beach</u></p>
3	<p><u>Road Trip USA!</u></p> <p>Plants (Requirements for growth, function of parts & life cycle)</p>	<p><u>Stone Age, Bronze Age and Iron Age</u></p>	<p><u>Forces, Magnets and Metals</u></p> <p>Forces and magnets (friction/magnets)</p>	<p><u>Rocks, Volcanoes and Earthquakes</u></p> <p>Light (need to see, darkness, reflection, dangers, shadows)</p>	<p><u>Ancient Greece</u></p> <p>Rocks (including fossil formation)</p>	<p><u>Scrumdiddlyumptious & Take One Author</u></p> <p>Animals, including humans (skeletons)</p>
4	<p><u>Roman Britain</u></p> <p>Sound (vibrations & volume)</p>	<p><u>Anglo-Saxons</u></p> <p>Electricity</p>	<p><u>Misty Mountains, Winding Rivers</u></p> <p>States of matter (including the water cycle)</p>	<p><u>Take One Author: Michael Morpurgo</u></p> <p>Animals, including humans (Health: teeth, eating and digestion)</p>	<p><u>Vikings</u></p>	<p><u>Living Things and their Habitats</u></p> <p>Living things and their habitats (grouping/ simple classifying animals and plants changes to habitats, benefits e.g. green spaces in cities & dangers e.g. deforestation).</p>
5	<p><u>Marvellous Mechanisms</u></p> <p>Forces (gravity, friction, air & water resistance, levers pulleys gears)</p>	<p><u>The Solar System</u></p> <p>Earth and Space</p>	<p><u>Plague and Pestilence</u></p>	<p><u>Inventions and Industry</u></p> <p>Properties of materials</p>	<p><u>Take One Author & Materials and their Properties</u></p> <p>Plants Part of Living things and their habitats topic (life process of reproduction in plants)</p>	<p><u>Ancient Egypt</u></p> <p>Animals, including humans (changes in humans as they grow) (Animals Part of living things topic life cycles & reproduction in animals)</p>
6	<p><u>Darwin's Delight</u></p> <p>Evolution and inheritance (how plants & animals have adapted to suit their environment)</p>	<p><u>World War 2</u></p> <p>Electricity</p>	<p><u>Frozen Kingdom</u></p> <p>Living things and their habitats (classifying including plants, animals & microorganisms)</p>	<p><u>Tales of Terror</u></p>	<p><u>Africa</u></p> <p>Animals, including humans (health and circulation)</p>	<p><u>Mexico and the Mayans</u></p> <p>Light (Y6 Appears to travels in straight lines as explanation for effects)</p>