



Subject Matrix: Science

| Subject | Unit 1 | Unit 2 | Unit 3 | Unit 4 | Unit 5 | Unit 6 |
|---------|--|---|---|--|---|--------------------|
| Rec/Nur | Myself – parts of the body and what we can do with the different parts. | Keeping healthy How do we keep healthy? Diet, exercise, sleep. | Brushing teeth Keeping clean | Life cycles | Materials | Materials |
| Y1 | Materials – Grouping and classifying materials | Trees and plants – Identification and classifying. | Animals and Humans. Classifying and grouping animals | Materials 2 Properties of materials | Weather and changes Collected over time – final study. | |
| Y2 | Changing Shape How materials can change place through force. | Properties of materials What materials are suitable for a different purpose. | Living Things and their habitats Habitats, food chains | Growing plants What plants need to survive. | Feeding and growing How humans grow and survive. | |
| Y3 | Rocks and Soils Investigating the origins of rocks, soils and fossils. | Magnets and Forces Identifying forces at work. Magnetic force. | Light and shadow – link to diorama How do we see and how light travels. | | What plants need Parts of Plants | Moving and Feeding |
| Y4 | Electricity Creating simple circuits and recognising components of a circuit. | Sound How do we hear, how does sound travel. | Human Nutrition Digestive system. | Changes of state How materials can change | Living things and dangers to living things Life cycles and habitats. | |
| Y5 | Earth and Space | Forces Friction, air resistance, water resistance | Types of change – link with DT Reversible and irreversible change | Life cycles Life cycles of different living things. How living things reproduce. | Materials Filtration, separation | |
| Y6 | Light and sight How light travels, how we see. | Living Things How habitats provide for survival | Evolution and Inheritance How evolution and adaptation happen in the world of living things. | Changing circuits How circuits can be made for a purpose. | Humans How humans change and grow over time. | |

