

### Curriculum Overview Document Science

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<b>Seasonal change: Autumn/ Winter,</b> (Through forest school) <b>Commenting on changing states of matter</b> (ice experiments)		<b>Seasonal change: Spring</b> (Through forest school) <b>Commenting on changing states of matter</b> (melting chocolate linked to Easter) <b>Make observations about living things-</b> living eggs in class		<b>Seasonal change: Summer</b> (Through forest school) <b>Basic lifecycles –</b> linked to PSHCE <b>Animals</b> (habitats, domestic and wild animals) – linked to Geography	
Year 1	Autumn and Winter Seasonal Change  Animals, including Humans (Human body and domestic and wild animals)		Winter and Spring Seasonal Change  Materials (properties)		Spring and Summer Seasonal Change  Plants (common plants and their basic parts)	
Year 2	Animals, including Humans (Basic needs and lifecycles)	Living Things and their Habitats (which habitat suitable and food chains)	Materials (suitability of properties)		Plants ( What do plants need to stay healthy)	
Year 3	Animals and Humans (Skeleton and healthy diet)		Forces and Magnets (Magnets and how things move)	Rocks and Soils	Light (light sources, sun safety and shadows)	Plants (functions, life cycle, requirements to grow)
Year 4	Electricity (basic circuits)	Materials (change in states- solids, liquid, gases, heating and cooling)	Animals, including humans (teeth and digestion)		Sound	Living things and habitats (classification of plants and animals)
Year 5	Forces and Simple Mechanisms	Space	Materials (separation of materials solutions and reactions)		Animals, including Humans (human development and gestation)	Living Things and habitats (life cycles of animals and plants including reproduction)
Year 6	Living things and habitats- Classification (plants, animals and microorganisms)	Light (how light travels and how we see things)	Animals, including Humans (circulatory system and a healthy lifestyle)	Electricity (Variations in circuits and drawing circuits)	Evolution and Inheritance	