

## Science Coverage Map



		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Milepost 1	Year 1	6 Weeks	6 Weeks	6 Weeks	6 Weeks	6 Weeks	6 Weeks
			<b>Treasure Island</b> <b>Seasonal Changes-</b> Exploring the Earth, night and day.	<b>Green Fingers</b> <b>Plants-</b> using our senses to identify differences in plants, life cycle of a plant, conditions needed for growth. <b>Animals including humans-</b> Seed dispersal.			<b>The Earth our Home</b> <b>Plants</b> <b>Animals including humans-</b> classification, animals and their habitats, comparing habitats around the world, food chains.
	Year 2						
			<b>From A to B</b> <b>Forces-</b> planning a fair test, speed of falling (helicopter). <b>Super Humans</b> <b>Animals including humans-</b> parts of the human body, 5 sense, how we see, hear, smell taste.	<b>Buildings</b> <b>Use of everyday materials-</b> properties of different materials, stick ability, stretch, strength. <b>Forces-</b> changing variables, strength of a bridge.	<b>Live and Let Live</b> <b>Plants-</b> differences in seeds, plants and their environments, <b>Living things and their habitats-</b> characteristics of living things, needs and care of living things, <b>Seasonal Changes-</b> environments needed to thrive.	<b>Look at Listen</b> <b>Light and Sound-</b> how are sounds made, volume and light sources. <b>The Magic Toy Makes</b> <b>Use of everyday Materials-</b> features of different materials for toys, properties of materials linked to travel.	
Milepost 2	Year 3						
		<b>How Humans Works</b> <b>Animals including humans-</b> teeth and digestion, function of the skeleton and bones, nutrients needed to grow, circulatory system.	<b>Bright Sparks</b> <b>Electricity-</b> components of a circuit, conductors, electromagnet. <b>Light-</b> light sources and bulbs.	<b>Shake It</b> <b>States of matter-</b> changing states, melting, reversible and irreversible changes, physical and chemical changes.			<b>Scavengers and Settlers</b> <b>Rocks-</b> features of rocks and fossils, fossilisation process.
	Year 4						
			<b>Making Waves</b> <b>Sound-</b> how do we hear sounds, vibrations, measuring sound, how sound travels, similarities and differences between light and sound.	<b>Land, Sea and Sky</b> <b>Animals including humans-</b> how animals adapt to live in different environment, features of different animals, how living things are interdependent. <b>Plants-</b> functions of major plants, how plants adapt to live in water. <b>Rocks-</b> the water cycle, rock formation.			<b>Lets Plant It</b> <b>Plants-</b> what plants need to grow, how water is transported in plants, soil, scattering seeds. <b>Animals including humans-</b> food chains and food webs. <b>Feel the Force</b> <b>Forces-</b> friction, gravity, buoyancy.

Milepost 3	Year 5						
			<b>Space Scientists</b> <b>Earth and Space-</b> shape of the earth, magnets, earth, moon and sun, planets, phases of the moons, shadows and seasons.		<b>Roots, Shoots and Fruits</b> <b>Plants-</b> major parts and functions of a plant, how do flowers attract bees and butterflies, forms of seed dispersal, plants death.		<b>Being Human</b> <b>Animals including humans-</b> heart rate, function of bones, circulatory system, environmental factors for growth, genetic engineering.
	Year 6						
		<b>Existing, Endangered, Extinct</b> <b>Evolution and inheritance-</b> life cycles of humans, natural selection, decomposers, thriving and surviving. Living things and their <b>habitats-</b> food webs, causes of extinction. <b>Animals including humans-</b> classification, life cycles of living things.	<b>Full Power</b> <b>Electricity-</b> using switches, parallel circuits, conductors and insulators, transfer energy, using energy in homes.			<b>Fairgrounds</b> <b>Electricity-</b> kinetic energy Light- creating effects using lights, differences between light and sound. <b>Forces-</b> laws of motion, friction affecting movement, effects of forces, properties of magnets	<b>Bake It</b> <b>Properties and changes of materials-</b> matter, heating and cooling, solubility, separating mixtures, grouping and classifying according to properties.

Black – NC

Red – IPC Unit