

# Federation of St. Cuthbert's and St. Sebastian's Catholic Primary Schools

SCIENCE : CURRICULUM : LONG TERM PLAN



	AUTUMN TERM	SPRING TERM	SUMMER TERM
Y1	Animals including Humans  CORE KNOWLEDGE  Identify, name, draw & label the basic parts of the human body.  Name which part of the body is associated with each sense.	<ul> <li>Everyday materials</li> <li>CORE KNOWLEDGE</li> <li>Describe the simple properties of a variety of everyday materials.</li> <li>Compare &amp; group together a variety of everyday materials on the basis of their simple properties.</li> </ul>	Seasonal Change  CORE KNOWLEDGE   observe changes across the four seasons observe and describe weather associated with the seasons and how day length varies.
	Animals including Humans  CORE KNOWLEDGE  Identify & name a variety of common animals including fish, amphibians, reptiles, birds & mammals.  Identify & name a variety of common animals that are carnivores, herbivores & omnivores.	<ul> <li>Plants</li> <li>CORE KNOWLEDGE</li> <li>Identify &amp; name a variety of common wild and garden plants, including deciduous &amp; evergreen trees.</li> <li>Identify and describe the basic structure of a variety of common flowering plants, including trees.</li> </ul>	
Y2	Uses of Everyday Materials  CORE KNOWLEDGE  • Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.	Uses of Everyday Materials  CORE KNOWLEDGE  • Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.	<ul> <li>Plants         CORE KNOWLEDGE         <ul> <li>Describe how seeds and bulbs grow into mature plants.</li> <li>Describe how plants need water, light and a suitable temperature to grow and stay healthy.</li> </ul> </li> </ul>

<u>Living</u>	Things	and	Their	<u> Habitats</u>				
CORE KNOWLEDGE								

- Describe how different habitats provide for the basic needs of different kinds of animals and plants.
- Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain.

# Animals Including Humans

#### **CORE KNOWLEDGE**

- Describe the basic needs of humans for survival (water, food and air).
- Describe the importance for humans of eating the right amounts of different types of food, and hygiene.

# Y3 'Earth Rocks'

Rocks, Soils & Fossils

#### **CORE KNOWLEDGE**

- Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties.
- Describe in simple terms how fossils are formed when things that have lived are trapped within rock.

# 'Food and our bodies'

Animals Including Humans

# **CORE KNOWLEDGE**

- Identify that animals, including humans, need the right types and amount of nutrition and that they cannot make their own food: they get nutrition from what they eat.
- Identify that humans and some other animals have skeletons and muscles for support, protection and movement.

# 'Mirror, mirror'

Light and Shadows

#### **CORE KNOWLEDGE**

- Recognise that shadows are formed when the light from a light source is blocked by a solid object.
- Find patterns in the way that the sizes of shadows change.

# 'How does your garden grow?'

**Plants** 

### **CORE KNOWLEDGE**

- Identify and describe the functions of different parts of flowering plants: roots, stem / trunk, leaves and flowers.
- Explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant

# 'Opposites Attract'

Forces & Magnets

#### **CORE KNOWLEDGE**

- Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials.
- Predict whether two magnets will attract or repel each other, depending on which poles are facing.

# Y4 'What's that sound?'

Sound

### **CORE KNOWLEDGE**

- Identify how sounds are made, associating some of them with something vibrating.
- Find patterns between the volume of a sound and the strength of the vibrations that produced it.

# 'Living Things'

Living Things & Their Habitats

#### **CORE KNOWLEDGE**

- Recognise that living things can be grouped in a variety of ways.
- Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.

### 'Looking at States'

States of Matter

### **CORE KNOWLEDGE**

- Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C).
- Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

# 'Teeth and Eating'

Animals Including Humans

### **CORE KNOWLEDGE**

- Describe the simple functions of the basic parts of the digestive system in humans.
- Construct and interpret a variety of food chains, identifying producers, predators and prey.

### 'Power it up!'

Electricity

### **CORE KNOWLEDGE**

- Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.
- Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.

# Y5 'Out of this World'

Earth & Space

# **CORE KNOWLEDGE**

- Describe the movement of the Earth and other planets relative to the Sun in the Solar System.
- Describe the movement of the Moon relative to the Earth.

# 'Material World'

Properties & Changes of Materials

# **CORE KNOWLEDGE**

 Know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution.

# 'Circle of Life'

Living Things & Their Habitats

### **CORE KNOWLEDGE**

- Describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird.
- Describe the life process of reproduction in some plants and animals.

# <u>'Let's get Moving'</u>

**Forces** 

# **CORE KNOWLEDGE**

# 'Growing Up and Growing Old'

Animals Including Humans

# **CORE KNOWLEDGE**

Describe the changes as humans develop to old age.

- Use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating.
- Explain that unsupported objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object.
- Identify the effects of air resistance, water resistance and friction that act between moving surfaces Recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect.

# Y6 <u>'Classifying Living Things'</u>

Living things and their habitats

#### **CORE KNOWLEDGE**

- Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals
- Give reasons for classifying plants and animals based on specific characteristics.

# <u>'Healthy Bodies'</u>

Animals, including humans

# **CORE KNOWLEDGE**

- Identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood.
- Describe the ways in which nutrients and water are transported within animals, including humans

### **Evolution & Inheritance**

#### **CORE KNOWLEDGE**

- Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago.
- Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.

# <u>Light</u>

### **CORE KNOWLEDGE**

- Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye.
- Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes.

# **Electricity**

### CORE KNOWLEDGE

- Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.
- Use recognised symbols when representing a simple circuit in a diagram.