

	Autumn		Spring		Summer	
EYFS	Let's Explore <ul style="list-style-type: none"> Sorting, comparing and grouping Habitats 	Marvellous Machines <ul style="list-style-type: none"> Magnets Light sources Batteries Representing scientific observations 	Long Ago	Ready, Steady, Grow <ul style="list-style-type: none"> Habitats Farms The 5 senses Parts of a plant How things grow 	Animal Safari Talk about the features of their own immediate environment and how environments might vary from one another.	On the Beach The natural world Make observations of animals and plants and explains why some things occur and talks about changes (ongoing).
Nursery	Me and my community Exploring Autumn	Once upon a time Sparkle and shine	Starry, night/ Winterwonderland	Dangerous dinosaurs Puddles and rainbows	Sunshine and sunflowers Shadows and reflections	Big, wide world/ Splash
ELG- The Natural world. <ul style="list-style-type: none"> Explore their own bodies and senses. Learn to name the parts of the body and what we use them for. Learn about animals and their homes including pets, farm animals and wild animals. Observe changes such as chicks hatching and caterpillars turning into butterflies, the seasons changing, plants and flowers growing. They are supported to notice and talk about what is happening and why. Learn about being healthy, including eating a range of foods and taking part in exercise. Develop a sense of curiosity and exploration through a range of resources relating to our topics. 						
Year 1	Childhood (History Driver) <ul style="list-style-type: none"> Covered in companion projects 		Big, Lights, Big City (Geography Driver) <ul style="list-style-type: none"> Seasonal clothing (sorting) 		School Days (History Driver) <ul style="list-style-type: none"> Covered in companion projects 	
	Every day Materials <ul style="list-style-type: none"> Material properties Textures Testing materials Grouping and labelling 	Human Senses <ul style="list-style-type: none"> Mammals Humans Body parts Senses Keeping safe 	Seasonal Changes <ul style="list-style-type: none"> Seasons Seasonal changes in deciduous and evergreen trees Seasonal changes in animals Weather, seasonal weather Day length Measuring wind, temperature and precipitation Weather forecasting 		Plant Parts <ul style="list-style-type: none"> Seasonal changes in plants Identifying plants Plant parts and diagrams Seeds, bulbs and leaves 	Animal Parts <ul style="list-style-type: none"> Amphibians Reptiles Diet Mammals Invertebrates Common structures
Year 2	Movers and Shakers (History Driver) <ul style="list-style-type: none"> Covered in companion projects 		Coastline (Geography Driver) <ul style="list-style-type: none"> Investigating floating and sinking Sorting and grouping 		Magnificent Monarchs <ul style="list-style-type: none"> Covered in companion projects 	
	Human Survival <ul style="list-style-type: none"> Basic needs of survival Importance of exercise Nutrition Hygiene Offspring and adulthood 	Habitats <ul style="list-style-type: none"> What habitats provide Explore local habitats Identify and name living things Food and shelter 	Use of Materials <ul style="list-style-type: none"> Identifying materials and their properties Shaping materials Linking properties to use Sustainability and recycling 	Plant Survival <ul style="list-style-type: none"> Plant parts Seasonal changes in plants Investigating germination Investigating plant growth Unusual plants 	Animal Survival <ul style="list-style-type: none"> Life cycles Survival of the human Basic needs for animal survival 	
Year 3	Through the ages (History Driver) <ul style="list-style-type: none"> Covered in companion projects 		Rocks, Relics and Rumbles (Geography Driver) <ul style="list-style-type: none"> The different types of rocks How fossils are formed How soils are made 		Emperors and Empires <ul style="list-style-type: none"> Covered in companion projects 	
	Animal Nutrition and Skeletal System <ul style="list-style-type: none"> Carnivores, herbivores and omnivores Human diet Human nutrition and food groups Fatty foods Seasonal changes in animals' Joints; Muscles Skeleton types Identifying and classifying, Observing changes over time, 		Forces and Magnets <ul style="list-style-type: none"> Pushing and pulling forces Contact forces Friction Force meters Non-contact forces Magnetic attraction and repulsion Magnetic fields Magnetic properties 		Plant Nutrition and Reproduction <ul style="list-style-type: none"> Plants growth and survival Parts of a plant Functions of parts reproduction 	Light and Shadows <ul style="list-style-type: none"> Light and shadow Reflection Shadows Data collection Risk associated with the sun

		<ul style="list-style-type: none"> Magnetic Earth; Uses of friction and magnetism 		
Year 4	Invasion (History Driver) <ul style="list-style-type: none"> Covered in companion projects 		Ancient Civilisations <ul style="list-style-type: none"> Covered in companion projects 	
	Food and Digestive System <ul style="list-style-type: none"> Digestive system Mouth and teeth Types of teeth and function Animal's diets Food chains 	Sound <ul style="list-style-type: none"> Vibrations Pitch Volume 	Electrical Circuits and Conductors <ul style="list-style-type: none"> Electrical appliances and safety Simple series circuits, parts and functions Switches, wires and cells. Conductors and insulators Programmable devices Design and make 	<div> Misty Mountain, Winding River (Geography Driver) <ul style="list-style-type: none"> The water cycle Human effects on habitats </div> <div> States of Matter <ul style="list-style-type: none"> Classifying solids, ;liquids and gases Particle theory Change of state- melting, freezing, evaporation and condensation. States of water Researching melting and boiling points </div> <div> Grouping and Classifying <ul style="list-style-type: none"> Types of classification Taxonomy Classification keys Animal kingdom and plant kingdom Classifying new discoveries </div>
Year 5	Dynamic Dynasties (History Driver) <ul style="list-style-type: none"> Covered in companion projects 		Sow, Grow and Farm (Geography Driver) <ul style="list-style-type: none"> Food webs Animal life cycles including humans Plant life cycles Parts of a plant Growing The impact of modern farming 	
	Forces and Mechanisms <ul style="list-style-type: none"> Gravity Air resistance Water resistance Friction 	Earth and Space <ul style="list-style-type: none"> The solar system Spherical bodies The movement of the Earth, sun and moon. Dad and night – the Earth's rotation 	Human Reproduction and Aging <ul style="list-style-type: none"> Animal life cycles including humans Classifying mammals Mammalian life cycles Human sexual reproduction Human aging 	Ground-breaking Greeks (History Driver) <ul style="list-style-type: none"> Covered in companion projects
Year 6	Maafa (History Driver) <ul style="list-style-type: none"> Covered in companion projects 		Frozen Kingdom (Geography Driver) <ul style="list-style-type: none"> Classifying living things Classification keys Adaptation 	
	Circulatory System <ul style="list-style-type: none"> Circulatory system – role and main parts Heart – structure and function Blood – components and functions Blood vessels – structure and function Measuring heart rate Heart rate investigation Classifying foods Effects of smoking, alcohol and drugs Heart rate recovery investigation 		Electrical Circuits and Components <ul style="list-style-type: none"> Series circuits Circuit components Recognised circuit symbols Investigation circuit components Electric current Voltage – researching cells and batteries Investigating voltage changes 	<div> Britain at War <ul style="list-style-type: none"> Covered in companion projects </div> <div> Light Theory <ul style="list-style-type: none"> Light travelling in straight lines Light travelling into the eye Light and colour Shadows, reflection and refraction </div> <div> Evolution and Inheritance <ul style="list-style-type: none"> Change over time Fossils Inherited characteristics Variation Adaptation Evolution </div>