

Lord Blyton Primary School
Primary Science Curriculum Overview (at a glance)

Key Stage 1	1	Plants <ul style="list-style-type: none"> Identify (garden, wild, trees) Deciduous, evergreen Basic structure of a variety of common flowering plants, inc trees (roots, stem, leaves, flower) 	Animals Including Humans <ul style="list-style-type: none"> Identify (birds, fish, amphibians, reptiles, mammals), describe & compare structure Identify carnivores, herbivores, omnivores Label human body parts, link to senses 	Everyday Materials <ul style="list-style-type: none"> Distinguish between object & material it is made of Identify everyday materials (e.g.s) Describe simple physical properties of materials Compare / group materials by physical properties 	Seasonal Changes <ul style="list-style-type: none"> Observe changes across seasons Observe & describe weather / day length changes with seasons 	
	2	Living Things & Habitats <ul style="list-style-type: none"> Explain difference between living, dead & non living (7 processes of life) Live in habitats (suited) Habitats provide basic needs. Depend on each other. Study habitats/microhabitats Food chains (feeding only) 	Plants <ul style="list-style-type: none"> Growth from seed/bulb Requirements for growth (water, light & suitable temperature) 	Animals Including Humans <ul style="list-style-type: none"> Offspring into adults Explain basic needs for survival (water, food & air) Need for exercise / nutrition / hygiene 	Uses of Everyday Materials <ul style="list-style-type: none"> Identify/compare uses of everyday materials Find out how shapes of solids can be changed by squashing, bending, twisting & stretching 	
Lower Key Stage 2	3	Plants <ul style="list-style-type: none"> Identify/describe functions of parts (root, stem, leaf, flower) Explore requirements for growth (air, light, nutrients, room) & how they vary Investigate transport of water Role of flowers in life cycle (pollination, seed formation / dispersal) 	Animals Including Humans <ul style="list-style-type: none"> Get nutrition from food Skeletal/muscular system (simple names) & functions 	Rocks <ul style="list-style-type: none"> Compare/group on physical properties Fossil formation (trapped in rock) Recognise soils are made from rocks & organic matter 	Light <ul style="list-style-type: none"> Recognise need light to see things; dark is absence of light Light can be reflected Light from sun can be dangerous to eyes Shadows (light blocked) Patterns in the size of shadow 	Forces and Magnets <ul style="list-style-type: none"> Compare how things move on different surfaces Explore push/pull Contact forces & 'distance' forces (gravity/magnetism) Magnets attract / repel; two poles Compare/group materials with magnets
	4	Living Things & Habitats <ul style="list-style-type: none"> Recognise living things can be grouped in different ways Explore & use keys. Identify / name variety of living things in environment Recognise environments change & pose dangers to living things 	Animals Including Humans <ul style="list-style-type: none"> Digestive system (simple) Teeth (inc structure/function) Construct food chains (producers, consumers, predators & prey) 	States of Matter <ul style="list-style-type: none"> Groups as solids, liquids, gases. Compare Explain change state with heating & cooling (°C) Role of evaporation & condensation in water cycle 	Electricity <ul style="list-style-type: none"> Identify common appliances Construct simple circuit Series circuit. Switches Common conductors (metals) & insulators 	Sound <ul style="list-style-type: none"> Identify how sounds are made How sounds travel through medium to ear (vibration) Explain sound travels away from source. Gets fainter. Patterns in pitch & object, Patterns in volume & vibration
Upper Key Stage 2	5	Animals Including Humans <ul style="list-style-type: none"> Changes as humans develop to old age (inc puberty) 	All Living Things <ul style="list-style-type: none"> Life cycles of mammal, amphibian, an insect & a bird Describe reproduction in some plants & animals (inc sexual/asexual) 	Properties & Changes of Materials <ul style="list-style-type: none"> Compare/group materials based upon properties Explain dissolving to form a solution. Recovery. Separating mixtures Reasons for material uses based upon testing evidence Dissolving, mixing, changes in state are reversible Irreversible changes 	Earth & Space <ul style="list-style-type: none"> Describe movement of earth relative to sun & planets (solar system) Describe movement of moon relative to earth Sun, earth, moon are spherical Explain day / night & movement of sun across sky 	Forces <ul style="list-style-type: none"> Explain objects fall towards earth due to force of gravity Effects of air / water resistance & friction Some mechanisms, inc levers, pulleys & gears, allow a smaller force to have greater effect
	6	Living Things & Habitats <ul style="list-style-type: none"> Describe classification into broad groups (animals, plants, microbes) based on observable features Reasons for classifying plants & animals based on specific characteristics 	Animals Including Humans <ul style="list-style-type: none"> Identify / name parts of human circulatory system. Functions of heart, vessels & blood Impact of diet, exercise, drugs & lifestyle on body function Transport of water / nutrients in animals 	Evolution and Inheritance <ul style="list-style-type: none"> Living things change over time (fossil evidence) Recognise offspring may vary / non-identical to parents Explain how adaptation leads to evolution 	Electricity <ul style="list-style-type: none"> Explain variation in brightness, loudness with number & voltage of cells used. Explain variations in component function (brightness, loudness, on/off) Recognise symbols in circuit diagram 	Light <ul style="list-style-type: none"> Light travels in straight lines from a light source or reflected into the eye Ray model to explain size of shadows (prediction)

