

**Science LTP Whole School**

Yr	Topic 1	Topic 2	Topic 3	Topic 4	Topic 5
<b>R</b>	<p>Explore the natural world around them, making observations and drawing pictures of animals and plants.</p> <p>Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class.</p> <p>Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.</p>				
<b>1</b>	<p>Living things and their habitats - Plants (name plants, deciduous, evergreen, basic plants, including trees)</p> <p><b><u>Can I group plants?</u></b></p>	<p>Animals including Humans (naming animals, body parts)</p> <p><b><u>Can you name all the animals in the world?</u></b></p>	<p>Everyday Materials (identify and name; wood, plastic, glass, metal, water and rock)</p> <p><b><u>Can I ask questions about materials?</u></b></p>	<p>Seasonal changes (observe changes in weather, seasons and how day length varies)</p> <p><b><u>How has the weather changed since I've been in Year 1 across the four seasons?</u></b></p>	
<b>2</b>	<p>Uses of Everyday Materials (suitability, stretch, bend)</p> <p><b><u>What is the best material to make an umbrella and why?</u></b></p>	<p>Living things and their Habitats (habitats)</p> <p><b><u>How do I know if a habitat is well suited to an animal?</u></b></p>	<p>Animals, including Humans (offspring, basic needs, exercise)</p> <p><b><u>Why is exercise important for animals and humans?</u></b></p>	<p>Living things and their habitats – Plants (seeds/bulbs into plants, observe water, light, temp)</p> <p><b><u>How do plants stay alive?</u></b></p>	
<b>3</b>	<p>Rocks (fossils, organic matter)</p> <p><b><u>How is soil made?</u></b></p>	<p>Light (dark, reflection, sun, shadows change)</p> <p><b><u>What makes shadows change?</u></b></p>	<p>Animals, including humans (nutrition, skeletons, muscles)</p> <p><b><u>Why do we need a skeleton?</u></b></p>	<p>Living things and their habitats - Plants (parts, requirements to grow, water)</p> <p><b><u>How does water and nutrients travel through plants?</u></b></p>	<p>Forces and Magnets (magnets)</p> <p><b><u>How do magnets work?</u></b></p>
<b>4</b>	<p>States of Matter (solids, liquids, gases, changes in state, water cycle)</p> <p><b><u>Why do states of matter matter?</u></b></p>	<p>Electricity (common appliances, simple circuits, conductors, insulators)</p> <p><b><u>How does electricity work?</u></b></p>	<p>Animals, including humans (digestive system, teeth, food chains)</p> <p><b><u>What is the purpose of teeth?</u></b></p>	<p>Sound (vibrating, ear, pitch, volume)</p> <p><b><u>How do you vary the pitch and volume of sound?</u></b></p>	<p>Living things and their Habitats (grouping, classification keys, environments)</p> <p><b><u>How does a habitat impact a living thing?</u></b></p>

5	<p>Forces (gravity, resistance, friction, mechanisms) <u>Why don't people fly?</u></p>	<p>Animals, including Humans (human life cycle) <u>How do humans change over time?</u></p>	<p>Living things and their Habitats (life cycle of animals, reproduction in plants &amp; animals) <u>How do animals reproduce?</u></p>	<p>Materials (group materials, dissolving, separating, everyday uses) <u>Can I make all materials disappear?</u></p>	<p>Earth and Space (earth, sun, moon, planets, day and night) <u>What makes the world turn round?</u></p>
6	<p>Living things and their habitats (classifying plants and animals) <u>How do I classify living things?</u></p>	<p>Electricity (symbols for circuits, brightness of bulbs, compare and give reasons for variations) <u>Why does electricity matter?</u></p>	<p>Light (travels in straight lines, colour in light, reflected) <u>Can light bend and change colour?</u></p>	<p>Animals, including humans (circulatory system, heart, lungs, blood, diet, exercise, water, nutrients) <u>Why do we have blood?</u></p>	<p>Evolution and inheritance (living things change over time, offspring are not always identical, adaption leads to evolution) <u>Where have we come from?</u></p>

**KEY** Living things and their habitats Animals including humans Materials Changes Light Forces Electricity Sound Earth and space