

		Autumn		Spring		Summer	
1	Animal Carnival	Toys	Extreme Earth- Wonderful Weather	Me and My World		Seaside Now and Then	Let's Go to the Moon
	Animals, including humans <i>Identifying and naming common animals, including herbivores, carnivores, omnivores, the structure of common animals</i>	Materials <i>Identifying, naming and describing everyday materials</i>	Seasons <i>Observing changes and weather associated with the seasons and how day length varies</i>			Animals, including humans <i>Basic parts of the human body</i>	Plants <i>Naming and identifying common plants and describing the basic structure of common flowering plants and trees</i>
	The Great Fire of London		Extreme Earth- The Earth	Mary Seacole and Florence Nightingale		Let's Go to the British Isles!	STEAM Project
2	Materials <i>Identifying and comparing everyday objects and materials and understanding how materials can be changed</i>	Seasons <i>Observing changes and weather associated with the seasons and how day length varies</i>	Animals, including humans <i>Understanding what an animal needs to live, including the importance of exercise, hygiene and a healthy diet, and that all animals have offspring that grow into adults</i>			Living things and their habitats <i>Simple food chains, animals and their habitats and understanding about things being living, dead or never having lived.</i>	Plants <i>Describing how plants grow and what they need to grow (water, light, temperature)</i>
	The Victorians		Extreme Earth- Earthquakes and Tsunamis	Stone Age, Bronze Age, Iron Age		Let's Go to the Amazon!	STEAM Project
3	Light <i>Recognising humans need light to see, understanding about reflections, shadows and the dangers of looking at the sun</i>	Rocks and Fossils <i>Comparing and grouping rocks, understanding how fossils are made and recognising how soils are made.</i>	Animals, including humans <i>Understanding about nutrition and how humans get nutrition from food and understanding about the function of skeletons and muscles</i>	Plants <i>Identifying and describing functions of parts of flowering plant, understanding what is needed for plants to grow, how water is transported in a plant and exploring the life cycle of a flowering plant</i>	Forces and Magnets <i>Understanding friction and magnets and the magnetic force. Recognising which materials are magnetic</i>		
	The Egyptians		Extreme Earth- Volcanoes	Vikings and Anglo Saxons		Let's Go on Safari?	STEAM Project
4	Rocks and Fossils <i>Comparing and grouping rocks, understanding how fossils are made and recognising how soils are made. (Y3)</i>	Electricity <i>Identifying appliances that use electricity, understanding about circuits, recognising conductors and insulators</i>	States of Matter <i>Grouping and comparing materials, understanding about cooling, heating, evaporation and condensation and the water cycle</i>	Sound <i>Identifying how sounds are made, understanding about vibrations, pitch, volume and how distance affects how sounds are heard</i>	Living things and their habitats <i>Grouping living things using classification keys and recognising changes to the environment and the possible dangers</i>	Animals, including humans <i>Describing digestive system, identifying teeth and describing their functions, understanding food chains</i>	
	The Greeks		Extreme Earth- Rivers and the Water Cycle	The Activists		Let's Go to the Poles	STEAM Project
5	Space <i>Understanding how the Earth, moon and other planets move and how the Earth's rotation explains day and night.</i>	States of Matter <i>Grouping and comparing materials, understanding about cooling, heating, evaporation and condensation and the water cycle (Y4)</i>	Forces <i>Understanding and explaining about gravity, identifying the effects of air resistance, water resistance and friction, and recognising how some mechanisms work (including levers, pulleys and gears)</i>	Materials <i>Comparing and grouping everyday materials on the basis of their properties. Understanding about forming and separating solutions, including evaporation and dissolving, and about reversible and irreversible changes</i>	Living Things <i>Describing life cycles (mammal, an amphibian, an insect and a bird) and life process of reproduction in plants and animals</i>	Animals, including humans <i>Describing digestive system, identifying teeth and describing their functions, understanding food chains (Y4) Describing changes in humans to old age (RSE)</i>	
	WWII		Extreme Earth- Mountains	The Maya		The Romans – Now and Then	STEAM Project
6	Electricity <i>Understanding that the amount of cells in a battery will alter the amount of electricity and this will impact on the components in a circuit. Drawing simple circuits with symbols.</i>	Light <i>Understanding that light travels in straight lines, knowing about light sources and how humans see and about shadows</i>	Living things and their habitats <i>Classification into groups based on specific or observable characteristics</i>	Forces <i>Understanding and explaining about gravity, identifying the effects of air resistance, water resistance and friction, and recognising how some mechanisms work (including levers, pulleys and gears)</i>	Evolution and Inheritance <i>Recognising how living things have changed over time, understanding that an animal's offspring will be the same kind but varied and identifying different animal adaptation</i>	Animals, including humans <i>Identifying and naming parts of the human circulatory system, recognising the impact of diet, exercise, drugs and lifestyle on the human body and describing how nutrients and water and transported in animals.</i>	
				Materials <i>Comparing and grouping everyday materials on the basis of their properties. Understanding about forming and separating solutions, including evaporation and dissolving, and about reversible and irreversible changes</i>			