Science whole school planning overview

		KS1 Science	e long term plan				
Year Autum	in 1 Autumn 2	Spring 1	Spring 2	Sumr	ner 1	5	Summer 2
1 Descrit mater	U IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	Animal survival	Plants	Plants Plants		Plants	
		Longitudinal - Seasons	Longitudinal – Seasons	-			
2 Animal life	e cycles Animals and habitats	Changing materials	Animals	Pushes and pulls		Making New Plants	
		Longitudinal - Seasons		Longitudina	al - Seasons		
Autumn 1	Autumn 2	Spring 1	-	ing 2	Summ	er 1	Summer 2
1 Describing materials Distinguish between an object and its material Name and describe a range of materials Know that materials have different properties Sort materials according to their properties	Animal Survival Know how to group creatures; fish, amphibians, reptiles, birds and mammals. Bar chart Know that animals need food to survive - omnivores, herbivores, carnivores. Describe and compare the structure of a variety of common animals variation	Animal Survival Knowing that animals ca predators and prey. Know a simple food cha (predator and prey) Identify, name, draw and the basic parts of the hu body and say which par body is associated with sense Know that animals can be their senses to avoid be eaten. Seasons Longitudinal study -Win Weather, length of day, Word mat introduced, c	the basic str variety of flo plants, inclu (bulbs, seed uman t of the each use sing Seasons Longitudina Spring weat of day. New noticing cha	l study – her, length growth, inges ntroduced,	Plants Identify and a variety of common w garden plan including deciduous evergreen	ild and nts, and	Plants Observe and describe how seeds and bulbs grow into mature plant Find out and describe how plants need water light and a suitable temperature to grow and stay healthy.

	Disciplinary knowledge							
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Y1	Explore material properties – vocabulary. Sorting and classifying e.g. fabric, metal, rock.	Sorting and classifying. Recording data – scaffolded pre-printed table. E.g. Create a half fish/half mammal – what features would it have? If your animal was found in the wild, how would a scientist find out what it is? (they would have to classify them) Comparing Why do some animals eat meat and others do not?	Observe closely minibeasts– look at videos of our site. Who is the predator and who is the prey? Owls nocturnal – good sight etc.	Sorting and classifying - seed or not seed? Observational drawing – dissecting seeds/bulbs. What grows from a given seed/bulb? How are plants adapted? (thorns) Sunflower race!	Sorting and classifying. Data collection. Observational drawing. What is growing in our school grounds? Does the habitat effect what can grow there? What has changed? What are we measuring/ observing? Wild or garden? Identify on a school map Why are flowers different colours?	Labelling a diagram of plant structure. Investigating a scientific question. If a bulb is planted upside down will the roots pop out of the soil? Planning mind map scaffolded with choices (variables) – how does the amount of water effect how well it grows?		

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
hui Des imp hui eat am typ hyg Sor sor but sor	Autumn 1 nimals including umans escribe the hportance for umans of exercise, ating the right nounts of different pes of food and vgiene ome things are living, ome were once living ut now dead and ome things have ever lived.	Autumn 2 Animals Notice that animals, including humans, have offspring which grow into adults Find out about and describe the basic needs of animals, including humans, for survival (water, food, air) Learn that most living things live in habitats to which they are suited	Spring 1 Changing materials Different materials have different properties identify and compare the suitability of everyday materials Find out how some material shapes can be changed by squashing, bending, twisting or stretching Seasons Longitudinal study –Winter animals and plants (habitat changes)	Spring 2 Animal life cycles All animals eventually die. Animals reproduce new animals when they reach maturity. Animals grow until they reach maturity and then don't grow any larger. Animals including humans Identify and name a variety of plants and animals in their habitats, including micro-habitats. Describe how animals obtain their food from plants and other animals, using simple food chains.	Summer 1 Forces Learn that pushing and pulling can change the shape of things. Bigger pushes and pulls have bigger effects. Forces Know that things can move in different ways. Pushing and pulling can make things move or stop. Pushing and pulling can make things move faster or slower. Seasons Longitudinal study –Spring animals and plants (habitat changes)	Summer 2 Making new plants Flowering plants make seeds to reproduce and make more plants. Some plants die after producing seeds and others live for many generations

	Disciplinary knowledge							
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Y2	Plan and test an enquiry – planning mindmap. Classifying and sorting – venn diagram – living/dead/never alive Why do some trees lose their leaves in Autumnumn and others do not?	Habitats – hot and cold places. Migration and hibernation. Why do some animals have underground habitats? Gathering and recording data – timeline	Materials for toys – Will the material used effect how well it floats? Which wrapping paper is best to wrap and send a present? Record in a table – explicit teach scaffolded Materials for clothing – Make a camouflage jacket for a bear. Best material for a belt? Denier of tights effect stretchiness.	Observation. Asking questions. What do animals eat? Writing conclusions	Independent use of planning mind map. How does the steepness effect the ball? Does the length I hold the toy down effect how far it jumps? Pattern e.g. the bigger the push it faster it goes.	Materials for building – Does the type of rock effect its absorbency? Best material for a floor tile? Independent use of planning mind map, Identify what is changing and what is being measured.		
						How long are the roots of tall trees?		