

How We FLOURISH in Science										
Term	Nursery	E	Rec		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Safe Play	Autumn/Winter	My Senses	What is the weather? - Seasonal changes	Who am I? - Animals, including humans	What's in our local environment - Living Things and their habitats,	Where are magnets used? - Forces and magnets	What's that sound? - Sound	Out of this world - Earth and space	Changing Circuits - Electricity
Autumn 2	Autumn fruits and seeds		Space		What's it made of? - Everyday Materials	Why do materials matter - Uses of everyday materials	Is soil an important resource? - Rocks	Teeth and eating - Animals including humans	Let's get moving - Forces	How does light travel - Light
Spring 1	Transport	Winter/Spring	Our bodies		Who can we meet on Safari? - Animals, including humans	How to have a healthy me – Animals including humans	How big is a shadow? -Light and shadows	Looking at states - States of matter	Material world - Properties and changes of materials	Classifying living things - Living things and their habitats
Spring 2	Life cycles - butterflies		Life cycles - chicks		Plants where we live - plants	Young Gardeners - Plants	How do we keep our bodies healthy? - Animals including humans	What's living in our school grounds? - Living things and their habitats	Amazing changes - reversible and irreversible changes	How do plants and Animals adapt to their environment? - Evolution and inheritance
Summer 1	Animals	Spring /Summer	Growing		Can everyday materials be grouped?	Unit 5 – Lifecycles – Animals including humans.	How does a garden grow? - Plants	How do we power it up - Electricity	What is the circle of life - Living things and their habitats	Why did the Titanic Sink? - Forces
Summer 2	Exercise and being healthy		Water		Plants where we live - revisit - plants	Little master chefs - Plants	How could we make an Eco garden? - The bee project	What's living on our coastline? - Living things and their habitats	How do we grow up and grow old? - Animals including humans	Healthy bodies – Animals including humans