

	YEAR Group	AUTUMN		SPRING		SUMMER	
FS	FS1						
	FS2						
KS1	1	EVERYDAY MATERIALS (Introducing Common Names and Basic Structure & ongoing nature journals)	ANIMALS INCLUDING HUMANS (Animals: Basic structure)	SEASONAL CHANGES	PLANTS	PLANTS	ANIMALS INCLUDING HUMANS (Humans: Basic Structure & Senses)
		Observe plants throughout the year Observe seasonal changes ( LIGHT & ASTRONOMY) throughout the year (including sunlight, weather and link with plants)					
	2	HEALTH ANIMALS, INCL HUMANS (Humans: Grow & Stay Healthy)	USES OF EVERYDAY MATERIALS	LIVING THINGS & THEIR HABITATS	HEALTH ANIMALS, INCL HUMANS (Animal survival and growth)	PLANTS (Growing Plants)	
		Observe plants and animals in the local environment throughout the year					
LKS2	3	ROCKS	ANIMALS, INCL HUMANS (Skeletons and Nutrition)	FORCES AND MAGNETS		LIGHT (Shadows and Reflective surfaces)	PLANTS (Functions of plant parts and growth)
	4	ANIMALS, INCL HUMANS (Teeth and Digestion)	STATES OF MATTER (The water cycle)	LIVING THINGS & THEIR HABITATS (biodiversity, classification & care of environments)	SOUND	ELECTRICITY	
		Use the local environment throughout the year to identify, study and observe changes of plants and animals in their habitat Use Seasonal changes to observe effect on light, plants and living things					
	UKS2	5	(Material Properties) PROPERTIES & CHANGES OF MATERIALS (Testing material properties)	LIVING THINGS & THEIR HABITATS (observing life cycles /reproduction in animals and plants)	FORCES (Friction and air resistance and mechanisms) Earth and space		(Material Changes) 'PROPERTIES & CHANGES OF MATERIALS' (Reversible/Irreversible changes)
Observe life cycles of plants and animals in the local environment throughout the year EARTH AND SPACE (Y5 topic focus in spring 2 is Earth and Space) ANIMALS, INCL HUMANS (Y5 Human life cycles) teach through PSHE lessons plus ideas incorporated into 'Living Things and Their Habitats'							
6		ANIMALS, INCL HUMANS (Circulatory system and Exercise)	LIVING THINGS & THEIR HABITATS (classification)	EVOLUTION & INHERITANCE (incl. adaptations)	ELECTRICITY		LIGHT

