

## Coverage of Science Subject Knowledge

## Key Stage 1

		CYCLE 1	CYCLE 2			
	PLA	NTS				
NC	NC Y1					
•	identify and name a variety of common wild and garden plants, including deciduous and evergreen trees	Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 2, Lesson 7	Scented Garden – Cycle 1 – Summer 1 – Lesson 1			
•	identify and describe the basic structure of a variety of common flowering plants, including trees	Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 3, Lesson 8, Lesson 9. Lesson 17	Scented Garden – Cycle 1 – Summer 1 – Lesson 7			
NC Y	Y2					
•	observe and describe how seeds and bulbs grow into mature plants	Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 1, Lesson 10, Lesson 17	Scented Garden – Cycle 1 – Summer 1 – Lesson 3			
•	find out and describe how plants need water, light and a suitable temperature to grow and stay healthy	Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 18	Scented Garden – Cycle 1 – Summer 1 – Lesson 2, Lesson 4			
	ANIMALS, INCL	UDING HUMANS	-			
NC	Y1					
•	identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals	Paws, Claws and Whiskers – Cycle 1 - Spring 2 – Lesson 1, Lesson 4 Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 14	Towers, Tunnels and Turrets – Cycle 2 – Summer 2 – Lesson 8			
•	identify and name a variety of common animals that are carnivores, herbivores and omnivores	Paws, Claws and Whiskers – Cycle 1 - Spring 2 – Lesson 5 Dinosaur Planet – Cycle 1 – Summer 2 – Lesson 11				
•	describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals including pets)	Paws, Claws and Whiskers – Cycle 1 - Spring 2 – Lesson 6 Dinosaur Planet – Cycle 1 – Summer 2 – Lesson 8	Wriggle and Crawl – Cycle 2 – Spring 2 – WOW Start			
•	identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense	Superheroes – Cycle 1 – Autumn 2 – Lesson 4, Lesson 5 Dinosaur Planet – Cycle 1 – Summer 2 – Lesson 10				
NC	Y2					
•	notice that animals, including humans, have offspring which grow into adults	Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 15	Wriggle and Crawl – Cycle 2 – Spring 2 – Lesson 2, Lesson 7, Lesson 13			
•	find out about and describe the basic needs of animals, including humans, for survival (water, food and air)	Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 4	Wriggle and Crawl – Cycle 2 – Spring 2 – Lesson 11, Lesson 17			
•	describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene	Superheroes – Cycle 1 – Autumn 2 – Lesson 7, Lesson 8				

	MATERIALS					
NC	NC Y1					
•	distinguish between an object and the material from which it is made	Moon Zoom – Cycle 1 – Autumn 1 – Lesson 6	Land Ahoy – Cycle 2 – Autumn 2 – Lesson 6 Street Detectives – Cycle 2 – Spring 1 – Lesson 7			
•	identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock	Moon Zoom – Cycle 1 – Autumn 1 – Lesson 6	Street Detectives – Cycle 2 – Spring 1 – Lesson 7			
•	describe the simple physical properties of a variety of everyday materials	Dinosaur Planet – Cycle 1 – Summer 2 – Lesson 9 Moon Zoom – Cycle 1 – Autumn 1 – Lesson 5, Lesson 12	Land Ahoy – Cycle 2 – Autumn 2 – Lesson 6 Street Detectives – Cycle 2 – Spring 1 – Lesson 7 Towers, Tunnels and Turrets – Cycle 2 – Summer 2 – Lesson 5, Lesson 6			
•	compare and group together a variety of everyday materials on the basis of their simple physical properties	Moon Zoom – Cycle 1 – Autumn 1 – Lesson 10				
•	identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses		Muck, Mess and Mixtures – Cycle 2 – Autumn 1 – Lesson 6, Lesson 8 Land Ahoy – Cycle 2 – Autumn 2 – Lesson 4 Street Detectives – Cycle 2 – Spring 1 – Lesson 8			
•	find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching		Towers, Tunnels and Turrets – Cycle 2 – Summer 2 – Lesson 5			
		. CHANGES				
NC	Y1					
•	observe changes across the 4 seasons	Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 5				
•	observe and describe weather associated with the seasons and how day length varies	Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 6				
	LIVING THINGS AN	ID THEIR HABITAT	•			
NC	Y2	ľ				
•	explore and compare the differences between things that are living, dead, and things that have never been alive		Wriggle and Crawl – Cycle 2 – Spring 2 – Lesson 4 Street Detectives – Cycle 2 – Spring 1 – Lesson 1, Lesson 2, Lesson 17			
•	identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other	Paws, Claws and Whiskers – Cycle 1 - Spring 2 – Lesson 12, 13	Towers, Tunnels and Turrets – Cycle 2 – Summer 2 – Lesson 7			
•	identify and name a variety of plants and animals in their habitats, including microhabitats	Enchanted Woodland – Cycle 1 – Summer 1 – Lesson 16, Lesson 17	Wriggle and Crawl – Cycle 2 – Spring 2 – Lesson 5, Lesson 6 <i>Towers, Tunnels and</i> <i>Turrets – Cycle 2 –</i> <i>Summer 2 – Lesson 7,</i> <i>Lesson 8</i>			
•	describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food	Paws, Claws and Whiskers – Cycle 1 - Spring 2 – Lesson 14	Wriggle and Crawl – Cycle 2 – Spring 2 – Lesson 2, Lesson 16, Lesson 17			

## Lower Key Stage 2

		CYCLE 1	CYCLE 2
	PLANTS		
NC	13		
•	identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers		Tribal Tales Aut 1 L3
•	explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant		Tribal Tales Aut 1 L3
•	investigate the way in which water is transported within plants		Tribal Tales Aut 1 L3
•	explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal		Tribal Tales Aut 1 L4
	ANIMALS, INCLUDING	HUMANS	L
NC	Y3		
•	identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat	Predator Spr 2 L 1/2	Bottoms, Burps & Bile – Aut 2 - L4
•	identify that humans and some other animals have skeletons and muscles for support, protection and movement	Predator Spr 2 L 7/8/9/10	
NC	Y4		
•	describe the simple functions of the basic parts of the digestive system in humans		Bottoms, Burps & Bile – Aut 2 - L1
•	identify the different types of teeth in humans and their simple functions		Bottoms, Burps & Bile – Aut 2 – L5 L6 L7 L8 L11
•	construct and interpret a variety of food chains, identifying producers, predators and prey	Predator Spr 2 L 2	Blue Abyss Sum 1 L10
	LIGHT		
NC	Y3	1	
•	recognise that they need light in order to see things and that dark is the absence of light	Gods & Mortals – Sum 2 - L4	
•	notice that light is reflected from surfaces	Gods & Mortals – Sum 2 - L5	
•	recognise that light from the sun can be dangerous and that there are ways to protect their eyes	Gods & Mortals – Sum 2 - L5	
•	recognise that shadows are formed when the light from a light source is blocked by an opaque object	Gods & Mortals – Sum 2 - L4	
•	find patterns in the way that the size of shadows change	Gods & Mortals – Sum 2 - L4	

LIVING THINGS AND THEIR HABITAT				
NC	Y4			
•	recognise that living things can be grouped in a variety of ways		Blue Abyss Sum 1 L6, 7, 8, 9	
•	explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment		Blue Abyss Sum 1 L8	
•	recognise that environments can change and that this can sometimes pose dangers to living things		Blue Abyss Sum 1 L11, 12, 19	
	SOUND			
NC	Υ4			
•	identify how sounds are made, associating some of them with something vibrating	Playlists Spr1 L1, 2		
•	recognise that vibrations from sounds travel through a medium to the ear	Playlists L6		
•	find patterns between the pitch of a sound and features of the object that produced it	Playlists Spr1 L3, L4		
•	find patterns between the volume of a sound and the strength of the vibrations that produced it	Playlists L3, L4		
•	recognise that sounds get fainter as the distance from the sound source increases	Playlists L5		
	ROCKS			
NC	Y3			
•	compare and group together different kinds of rocks on the basis of their appearance and simple physical properties	Tremors – Aut 2 – L10 L11		
•	describe in simple terms how fossils are formed when things that have lived are trapped within rock	Predator Spr 2 L 3/4		
•	recognise that soils are made from rocks and organic matter	Tremors – Aut 2 – L12		
	FORCES AND MAG	NETS		
NC				
•	compare how things move on different surfaces	Mighty metals Aut 1 L1		
•	notice that some forces need contact between 2 objects, but magnetic forces can act at a distance	Mighty metals Aut 1 L1/3		
•	observe how magnets attract or repel each other and attract some materials and not others	Mighty metals Aut 1 L1		
•	compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials	Mighty metals Aut 1 L1		
•	describe magnets as having 2 poles	Mighty metals Aut 1 L1		
•	predict whether 2 magnets will attract or repel each other, depending on which poles are facing	Mighty metals Aut 1 L1		

	ELECTRICITY		
NC	Υ4		
•	Identify common appliances that run on electricity	Road Trip USA – Sum 1 - L10	
•	Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.	Road Trip USA – Sum 1 – L11, 12, 14	
•	Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.	Road Trip USA – Sum 1 – L11, 14	
•	Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.	Road Trip USA – Sum 1 – L13, 14	
•	Recognise some common conductors and insulators, and associate metals with being good conductors.	Road Trip USA – Sum 1 - L12	
	STATES OF MAT	TER	
NC	Y3		
•	compare and group materials together, according to whether they are solids, liquids or gases		Potions – Spr 2 – L1 L3
•	observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C)	Gods & Mortals – Sum 2 - L3	Potions – Spr 2 - L2
•	identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.		Potions – Spr 2 - L4

## Upper Key Stage 2

		CYCLE 1	CYCLE 2
	ANIMALS, INCLUDING	HUMANS	
NC	Y5		
•	describe the changes as humans develop to old age	ID: Aut 1 - Lesson/s 2	
NC	Y6	I	I
•	identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood	Blood Heart: Aut 2 – Lesson/s 5, 6, 7,	
•	recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function	Blood Heart: Aut 2 - Lesson/s 9	
•	describe the ways in which nutrients and water are transported within animals, including humans	Blood Heart: Aut 2 - Lesson/s 2, 3, 4,	
	MATERIALS		
NC	Y5		
•	compare and group together everyday materials on the basis of their properties, including their hardness, solubility, transparency, conductivity (electrical and thermal), and response to magnets		Alchemy Island: Aut 2 – Lesson/s 13, 17
•	know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution		Alchemy Island: Aut 2 – Lesson/s 13, 14
•	use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating		Alchemy Island: Aut 2 – Lesson/s 15
•	give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic	Ancient Civilisations: Aut 2 – Lesson/s 10	
•	demonstrate that dissolving, mixing and changes of state are reversible changes		Alchemy Island: Aut 2 – Lesson/s 12, 15
•	explain that some changes result in the formation of new materials, and that this kind of change is not usually reversible, including changes associated with burning and the action of acid on bicarbonate of soda	Ancient Civilisations: Aut 2 – Lesson/s 17	Alchemy Island: Aut 2 – Lesson/s 16 Stargazers: Spr 2 - Lesson 16
	LIGHT		
NC	10	Hola Mexico: Spr 2 -	
•	recognise that light appears to travel in straight lines	Lesson 17	
		Tomorrow's World: Sum 2 - Lesson 20	
•	use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye	Hola Mexico: Spr 2 - Lesson 17	
•	explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes	Tomorrow's World: Sum 2 - Lesson 19	

	use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them	Tomorrow's World: Sum 2 - Lesson 19	Revolution: Spr 1 - Lesson 14
	LIVING THINGS AND THEIF	RHABITATS	
NC Y	/5	I	Γ
	describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird		Allotment: Sum 2 - Lesson 4
	describe the life process of reproduction in some plants and animals		Allotment: Sum 2 - Lesson 5, 6
NC Y	6		
	describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals	ID: Aut 1 - Lesson 7 Darwin's Delight: Sum 1 - Lessons 9, 12, 16	
•	give reasons for classifying plants and animals based on specific characteristics	ID: Aut 1 - Lesson 7	Allotment: Sum 2 - Lesson 7
	FORCES AND MAG	NETS	
NC Y	5	1	
	explain that unsupported objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object		Stargazers: Spr 2 - Lesson 11
	identify the effects of air resistance, water resistance and friction, that act between moving surfaces		Stargazers: Spr 2 - Lesson 12, 13, 14
	recognise that some mechanisms including levers, pulleys and gears allow a smaller force to have a greater effect		Off With her Head: Aut 1 - Lesson 14, 15,
	ELECTRICITY		
NC Y	6	1	
	associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit	Tomorrow's World: Sum 2 - Lesson 17	Revolution: Spr 1 - Lesson 15
	compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches		Revolution: Spr 1 - Lesson 16 A Child's War: Sum 1 - Lesson 9
	use recognised symbols when representing a simple circuit in a diagram	Tomorrow's World: Sum 2 - Lesson 16	
	EARTH AND SPA	CE	
NC Y5			
	describe the movement of the Earth and other planets relative to the sun in the solar system		Stargazers: Spr 2 - Lesson 5
•	describe the movement of the moon relative to the Earth		Stargazers: Spr 2 - Lesson 6

•	describe the sun, Earth and moon as approximately spherical bodies		Stargazers: Spr 2 - Lesson 4
•	use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky		Stargazers: Spr 2 - Lesson 7, 8
	EVOLUTION AND INHER	RITANCE	
NC	Y6		
•	recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago	ID: Aut 1 - Lesson 4 Darwin's Delight: Sum 1 - Lesson 14	
•	recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents	Darwin's Delight: Sum 1 - Lesson 15	
•	identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution	ID: Aut 1 - Lesson 4 Darwin's Delight: Sum 1 - Lesson 8, 10, 11, 16	