

Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>EY1</b>	Floating and sinking. Parent speaker visits. School maps, making boats. Family history and traditions. Florence Nightingale.	Cooking gingerbread men, ice investigation, dissolving making houses from straw, sticks and brick.	Rocket role-play. Investigating materials. Making alien slime. Star navigation. Solar system. History of Space Travel and exploration. Constellation maps.	Dinosaur museum trip. Melting chocolate. Dinosaur cookies. Extinction. Fossils.	Lifecycles, Investigating the pond area. Making fruit kebabs. Making bags.	Braywick Nature Reserve Trip. Making ice lollies. Habitats. Northern lights. Climates around the world. Cultures and customs.
<b>Year 1</b>	Ourselves and animals.	Space, Solar Systems, Galaxies and Planets. Study of Galileo.	Speed and forces Tech-Catapult plane.	Green Plants Tech-Make Scarecrow.	Sorting materials. Inventions using appropriate materials.	Life Processes (Frogspawn).
<b>Year 2</b>	Materials Technology: Making boats.	Healthy living	Habitats	Nurturing plants	Life processes (ducks)	Life processes (ducks)
<b>Year 3</b>	Nutrition and the structure of the human body	Everyday materials Tech-Shelters	Forces and magnets Tech-Jack in the box	Investigating rocks & soils	Light & shadows	Green Plants Tech-Garden Equipment
<b>Year 4</b>	Habitats	Electricity DT Circuits-Christmas Lights	States of matter	Sounds Tech-Musical Instruments	Teeth and the digestive system	Growth DT Food: Nutrition-foods for different health groups
<b>Year 5</b>	Materials and their properties and changing states (Irreversible & reversible).	Earth and Space: The planets of the solar system, The sun Making Parachutes and Planes	Types of Force.	Micro-Organism Technology: Making Bread	Plant and animal life cycles and their habitats	Plant and animal life cycles including aging effects.
<b>Year 6</b>	Separating mixtures & materials	Human circulatory system and impact of exercise, drugs and diet.	Living Things and their environment (classifying)	Electricity	Light and sight	Evolution, inheritance reproduction