Key Stage | Science



	Biology		Chemistry	Physics
	Animals including Humans	Plants	Everyday Materials	Seasonal Change
Year I	 Know and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. Know the names & Identify a variety of common animals that are carnivores, herbivores and omnivores. Know how to sort living and non-living Know the names and label the basic parts of the human body and know their associated sense. Know humans are animals 	 Know and name a variety of common wild and garden plants, including deciduous and evergreen trees. Know and describe the basic structure of a variety of common flowering plants (petal, leaf, stem, root) including trees (roots, trunk, branches, leaves) 	 Know the name of what an object is made. Know the name of a variety of everyday materials, including wood, plastic, glass, metal, water, rock (and brick, paper and cardboard). Know the simple physical properties of a variety of everyday materials. 	 Know the name of the four seasons. Know the weather pattern for each of the four seasons.
Year I Vocal	 animal, fish, amphibian, reptiles, birds, mammals, carnivores, herbivores, omnivores, living, non-living, human, Human, sense, sight, hearing, touch, 	 Plants, wild, garden, weeds, deciduous, evergreen, trees, common, petal, leaf, stem, root, trunk, branches, leaves 	 Object, material, every day, wood, plastic, glass, metal, water, rock, brick, paper, cardboard, fabric, absorbent, bendy, dull, stretchy, rough, shiny, smooth, stiff, waterproof, squashy, bumpy 	• Season, Autumn, Winter, Spring, Summer, weather, Sun, wind, rain, storm, snow, ice, sunny, temperature, cloudy, thunder, lightning,

Key Stage | Science



	Biology		Chemistry	Physics	
	Living things and their habitat	Plants	Animals including humans	Uses of everyday materials	
Year 2	 Know the differences between things that are living, dead, and things that have never been alive. Know that most living things live in habitats to which they are suited Know the name of a variety of plants and animals in their habitats, including micro-habitats. Know a basic food cycle 	 Know how seeds and bulbs grow into mature plants. Know that plants need water, light and a suitable temperature to grow and stay healthy (and how changing these affects the plant). 	 Know that animals, have offspring which grow into adults Know the basic needs of animals, including humans, for survival (water, food and air) Know the importance for humans of exercise, eating the right amounts of different types of food, and hygiene. 	 Know why a variety of everyday materials, including wood, metal, plastic, glass, brick, water, rock, paper and cardboard are used for a particular use. Know how solid objects made from some materials can be changed by squashing, bending, twisting and stretching (applying a force). 	
Year 2 Vocab	 Living, dead, 'never been alive', habitats, micro-habitats, food cycle, predator, prey, plant, animal, depend, artic, desert, sea, rainforest, shelter 	 Seeds, bulbs, mature, water, light, temperature, shoot, sprout, germination, seed dispersal, sunlight, nutrition 	Offspring, adult, child, 'basic needs', survival, water, food, air, exercise, eating, food, hygiene, younger, older, baby, reproduce, heart, muscles, lungs, breathing, stronger, life-cycle	 Metal, plastic, wood, glass, brick, water, rock, paper, cardboard, use, solid, squash, bend, twist, stretching, build, make, transparent, iron, steel 	

- asking simple questions and recognising that they can be answered in different ways
- observing closely, using simple equipment
- performing simple tests
- identifying and classifying
- using their observations and ideas to suggest answers to questions
- gathering and recording data to help in answering questions.

KSI Working Scientifically Vocab

Question, aim, hypothesis, equipment, method, results, conclusion, evaluation, answer, observe, identify, sort, group, compare, differences, similarities, describe, measurement, test, source(s), record, diagram, chart, graph, classify, gather, record, data