

Portishead Primary School Science Long Term Planning

Year	Autumn Term		Spring Term		Summer Term	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Y1 objectives	Seasonal changes -The 4 Seasons -Seasonal weather -Seasonal day length	Animals incl. humans-- Human sense organs -Identifying the 5 vertebrate groups -Identifying herbivores, carnivores and omnivores	Everyday materials -Properties of wood, plastics, glass, metal, water and rock		Plants -naming plants and trees -structure of plants / trees	
Y2 objectives	Animals incl. humans (Lifecycles) <ul style="list-style-type: none"> Animal offspring The basic needs of animals Lifecycles 		Living things & Habitat <ul style="list-style-type: none"> Living, dead & non-living Habitats -microhabitats 	Uses of everyday materials <ul style="list-style-type: none"> Properties and uses of materials. Changing the shape of solid objects 	Plants <ul style="list-style-type: none"> Seeds and bulbs. The need for water, light and warmth Simple food chains -Human health – diet, exercise and hygiene 	
Y3	Fossils, Rocks and Soil <ul style="list-style-type: none"> Types of rock Fossils The soil 		Forces & Magnets <ul style="list-style-type: none"> Friction Magnets & magnetic forces 	Animals incl. humans <ul style="list-style-type: none"> Human nutrition Skeletons & muscles 	Plants <ul style="list-style-type: none"> Structure & function Plant growth & reproduction Water transport 	Light <ul style="list-style-type: none"> Seeing things Eye protection Reflections Shadows
Y 4 objectives	Electricity <ul style="list-style-type: none"> Appliances Insulators & conductors Single loop (series) circuits Switches, lights, buzzers 	Animals incl. humans <ul style="list-style-type: none"> The digestive system Teeth Food chains 	States of Matter <ul style="list-style-type: none"> Solids, Liquids & Gases Changing state with temperature The Water Cycle 	Sound <ul style="list-style-type: none"> Vibrations and sources of sound Pitch patterns Volume patterns 	Living things & Habitat <ul style="list-style-type: none"> Grouping living things Classification keys Changing environments 	
Y5 objectives	Earth in Space <ul style="list-style-type: none"> Heliocentric model Moon's orbit Day and night 	Forces <ul style="list-style-type: none"> Gravity # Friction Levers, gears and pulleys 	Properties and Changes of materials <ul style="list-style-type: none"> Dissolving, separating, filtering, evaporating Reversible / irreversible changes Properties of materials 		Animals incl. humans Changes in humans	Living things & habitat <ul style="list-style-type: none"> Life cycles Reproduction in plants and animals
Y6 objectives	Electricity <ul style="list-style-type: none"> -Voltage Symbols switches 	Living things & habitat <ul style="list-style-type: none"> Classification system 	Animals incl. humans <ul style="list-style-type: none"> The circulatory system Transportation of nutrients in the body Healthy bodies 	Light <ul style="list-style-type: none"> How we see Reflections Shadows 		Evolution <ul style="list-style-type: none"> Fossils Offspring and variation Adaptation and evolution