

Science Curriculum Map Overview

Year 3	Animals incl. humans <ul style="list-style-type: none"> • human nutrition • skeletons and muscles 	Light <ul style="list-style-type: none"> • seeing things • eye protection • reflections • shadows 	Forces and Magnets <ul style="list-style-type: none"> • friction • magnets and magnetic forces 	Rocks <ul style="list-style-type: none"> • types of rock • fossils • the soil 	Plants <ul style="list-style-type: none"> • structure and function • plant growth and reproduction • water transport
Year 4	Sound <ul style="list-style-type: none"> • vibrations and sources of sound • pitch patterns • volume patterns 	Electricity <ul style="list-style-type: none"> • appliances • insulators and conductors • single loop (series) circuits • switches, lights, buzzers 	States of Matter <ul style="list-style-type: none"> • solid, liquid and gases • changing state with temperature • the water cycle 	Animals incl. humans <ul style="list-style-type: none"> • the digestive system • teeth • food chains 	Living things and habitats <ul style="list-style-type: none"> • grouping living things • classification keys • changing environments
Year 5	Living things and habitats <ul style="list-style-type: none"> • Life cycles • reproduction in plants and animals 	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 	Evolution <ul style="list-style-type: none"> • offspring and variation • adaptation and evolution 	Animals incl. humans <ul style="list-style-type: none"> • changes in humans
Year 6	Animals incl. humans <ul style="list-style-type: none"> • the circulatory system • transportation of nutrients in the body • healthy bodies 	Electricity <ul style="list-style-type: none"> • voltage • symbols • switches 	Properties and Changes of materials <ul style="list-style-type: none"> • dissolving, separating, filtering, evaporating • reversible/irreversible changes • properties of materials 	Living things and habitats <ul style="list-style-type: none"> • classification system 	Light <ul style="list-style-type: none"> • how we see • reflections • shadows