Science 2022-2023 Curriculum Overview

Girton Glebe is a community centred Primary school focused on empowering learners to achieve their full potential. We want our children to leave our school with the confidence that comes from possessing a bank of essential knowledge as well as important skills they can apply throughout life. This approach will lead pupils to be successful, independent and motivated learners in readiness for their next stage of education.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Seasonal Changes (Wonderful weather)	Animals including Humans (Ourselves)	Everyday Materials (Let's build)	Plants (What's growing in our gardens)	Animals including humans (Our Pets)	Everyday Materials (Marvellous Materials)
Year 2	Everyday Materials (Materials Matter)	Living things and their Habitats (Habitats)	Everyday Materials (Squash, Bend twist)	Animals including humans (Healthy Animals)	Plants (Ready Steady Grow)	Living things and their Habitats (Gardens and Allotments)
Year 3	Plants (Roots and Shoots)	<mark>Light</mark> (Light and Shadow)	Rocks (Rocks and Fossils)	Forces and Magnets (Amazing Magnets)	Plants (Artful Flowers, Fruits and Seeds)	Animals including humans (Keeping Healthy)
Year 4	Electricity (It's Electric)	States of matter (States of matter Scientists)	Living things and their Habitats (Grouping and classifying)	Living things and their Habitats (Name that living thing)	Animals including humans (Are these your teeth?)	Sound (Listen Up!)
Year 5	Forces and Mechanisms (Forces and Mechanisms)	Earth and Space (Earth and Space)	Properties of materials (Music Festival Materials)	Changes of materials (Changing materials)	Living things and their Habitats ('Life Explorers' based on Cornerstones	Animals including humans ('Life Explorers' based on Cornerstones

				Human Reproduction and Ageing)	Human Reproduction and Ageing)
Year 6	Living things and their Habitats (Classification Connoisseurs)	Electricity (Electric celebrations)	Light (Crime Lab investigation)	Evolution and Inheritance (The Game of survival)	Living things and their Habitats (The Art of being Human)