Science Knowledge and Skills Coverage. (Year 2)

	Contont/	Animals Including Humans	15 do a Thirte as and Habitage	1	No to
	Content/	Animals Including Humans I notice that animals including humans have offspring which grow into	Living Things and Habitats	<u>Materials</u>	<u>Plants</u>
	Knowledge	adults. I can find out about and describe the basic needs of animals	Explore and compare the differences between things that are living, dead and things that have never been alive.	To identify and compare the suitability of a variety of everyday materials including wood, metal, plastic, glass, brick, rock, paper,	To observe and describe how seeds and bulbs grow into mature plants. Find and describe how plants need water,
		including humans for survival. Describe the importance for humans of	Identify most living things live in habitats to which they are	cardboard for particular uses. I can find out how the shape of solid	light and a suitable temperature to grow and stay healthy.
		exercise, eating the right amounts of different types of food and hygiene	suited and describe how different habitats provide for basic	objects made from materials can be changed by squashing, bending,	light and a suitable temperature to grow and stay hearthy.
			needs of different kinds of animals and plants and how the depend on each other. Identify and name a variety of plants	twisting and stretching.	
			and animals in their habitat, including microhabitats.		
			Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain and		
			identify and name different sources of food.		
	Book/ Science	Maller Marie 1	Mummy can I have a penguin story.	THREE	
	Capital	Fig	within y can i have a pengani story.	LITTLE PIGS	
		Flap			
		Z00° 2//			
		Health care assistant		John Dunlop Oliver	Sam plants a Carl Linnaeus George Alexander
		irearch eare assistant		Rackham	Sunflower Washington Carver Von Humboldt
	Scientific Enquiry	Look for Identify foods Identify and	Identify and Look for	Compare and Comparative	Identify and Observe plants over Look for
		patterns in animals eat animals eat classify foods time	classify objects patterns in data	group materials.	classify parts of a flower time patterns
INTENT			uata	materials.	
Z		Observe Set up Look for patterns in	Identify Look for		Observe over time how plants grow. Carry out comparative test
		time test how germs	habitats patterns in	Identify Motice patterns	now plants grow.
		spread	data	materials between	Use a Venn diagram Record observations
		Research facts about animals Identify and Use research Revise,	Research facts about animals Find out what	materials.	to sort and classify Use a Venn diagram to sort and classify Look for patterns
		classify foods research and	about animals animals eat.	Use research Use research	Identify plants using
		l ccui		for Comparative	observations/identify Look for patterns in Recap key
				understanding. test.	plants in environment. concepts
	Working	Identify animals and Communicate Use art to represent for Evaluate tes	Ask questions Use tables and pictograms	Identify and Carry out	Label parts of a Make basic Evaluate test
	Scientifically	animals and offspring	pictograms	classify simple comparative	flower predictions
		allillais 8-3-F5	Interpret	tests.	Observe plants Carry out simple in different
		Communicate Plan and carry Make simple ???	Draw basic results	Labelled	on how a plant tests climates
		out test predictions	conclusions	diagrams Predicting best	grows
		Sort food into	Communicate	Draw basic material	Use a Venn diagram to sort and classify clearly how plants accurate
		??? Ask simple groups and communicate questions using groups and using models scientific	Record findings	conclusions	grow measurements
		questions record using models knowledge.	observations	Evaluate	Identify plants using observations Ask questions to observations Ask questions to investigate Evaluate
				findings of tests	learning
	Ideas/WOW	1- Matching animals with offspring.	1- Sort, living, dead and never been alive.	1. Mystery bag. Make material monsters. Sort	1. Identify parts of the plant- dice game.
	moments.	2- Lifecycles	Egg box material hunt.	materials	2. Sam plants a sunflower book- lifecycle of a
		3- Using IT to answer questions	2- Sorting animals according to its biome.	2. Materials hunt.	sunflower and strawberry.
IMPLEMENTATION		4- Animal menus	3- Exploring different biomes. Who am I	3. Materials drama and modelling,	3. Observing seeds and observational drawings.
ΙĔ		5- Investigating which exercises raise pulse rate.	clues?	Silly materials.	Classifying seeds.
≥		6- Investigating food groups and tasting foods.	Biome home learning	4- comparing materials for 3 little pigs house.	4. Seed hunt and identifying seeds.
z		Sort foods according to group. 7- Balanced diets, Links to art, children create art piece	4- Micro habitats and mini beast hunting. 5- completing tables for extraordinary	5- Humpty dumpty investigation- make a protective sleeping bag using best material.	5. Conditions for growth, seeds from the kitchen
\(\\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\		based on their food diaries.	creatures. Creating own creature and	6- John Dunlop investigating bouncy materials.	6. Investigation into plant growth using different soils.
Ē		8- Hygiene and medicines- investigation into why soap	habitat.	5 35 Bulliop investigating bouncy materials.	7. Investigating bulbs and recording seed
교		is important.	6- Food chain drama, draw food chains.		growth/germination.
≥		9 and 10- Children to design and create own microbe.	and the state of t		8- Conditions for growth experiment- cress.
		Children to create their own soap or bath bomb.			9. Evaluating test.
		11- germ investigation using bread.			10. Plants in different climates, how do plants adapt
		12- Recap learning.			to their environment?
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	Cross curricular links/opportunities	 History- Exploring scientists in the past Maths- reading tables and percentages. MFL- learn different foods in different languages. English- written evidence when interpreting evidence. Use scientific language. IT- Using search engines to find information. Use of videos to explain scientific content. PSHE- links to health and hygiene and how our bodies grow. Links to offspring and growing up. Links to drugs and medicines and how to keep our bodies healthy. Links to healthy eating. DT- Links to food technology to prepare foods using the food groups. Art- create own art piece using fruits- use artist Giuseppe Arcrimbolo. 	Geography- Exploring biomes around the world and climates. Maths- completing tables. DT- creating biomes. English- research and interpreting data. Written clues. Drama. Outdoor learning- mini beast hunting. IT- research, ID apps. MFL- learn animal names in different languages. Art- drawing own animals from interpreting data.	English- developing asking questions, materials drama. Links to well known stories. ART/DT- Suitability of materials, making houses. IT- use of videos to support scientific learning. Maths- completing tables and reading data Outdoor learning- look at different surfaces outside. languages- introduce songs to support. PSHE- how to keep ourselves safe in the dark using reflectors. History- scientists from the past and history of tyres and roads.	11. Explore famous botanists. Outdoor learning- tree survey 12. Evaluate learning. • English- developing asking questions, links to growing stories, plant drama. • Maths- sorting seeds using different criteria-Venn diagram. Collecting data in tables. Reading thermometers. Measuring. • IT- use id apps and identification sheets. • Art- careful pencil drawings of seeds using observation skills- adding detail. • Geography- where do fruits come from. • DT- Food technology- tasting cress and different fruits and vegetables. • Geography- plants in different climates, how plants are adapted to different climates.
IMPLEMENTATION	Resources needed to accompany the scheme	 Post it notes Flip flap zoo book (optional) Use of IT Pulse metre/data logger (optional) Sample of foods from each food group e.g. breads, cheese, lentil, fruit and vegetables, sweets or orange juice Range of packaging GloGerm gel (optional) Washing up bowls Pepper Washing up liquid Skewer/cocktail sticks Coloured plasticine Essential oils Optional bath bomb equip- baking soda, citric acid, corn flour, sea salt, coconut oil, water, food colouring. Bread Zip lock bags 	 Post it notes Doll and puppet. Sorting hoops. Large leaves, water, grass (Astro turf) table lamp. Sand, mini cactus, rocks, lamp Frozen grass/mud or fake snow, ice. OR PICTURES printed from slides Plastic animals or pictures of animals from slides. Soil, grasses, shrubs, sand, lamp. Leaves, sticks, rocks, trees, gravel. Flocking grass/Astro turf, grasses, water, lamp. Mini beast equipment e.g. pooter, umbrella, sieve, petri dishes, viewing tanks, nets, magnifying glasses. 	 Post it notes Range of materials and a bag (e.g. spoon, coin, fabric cap, woolly hat, paper, acorn, stone, peg) Range of resources from each category. E.g. Metal- aluminium foil, nuts, bolts, screws, coins, wire, paper clips, metal bottle tops, keys etc. Wood- wooden lolly sticks, skewers, cocktail sticks, pegs, twigs, tree bark, wooden spoons, small pieces of wood. Plastic- Plastic bags, cling film, bubble wrap, plastic cutlery, plastic packaging and bags, lego or duplo, cds, sequins, bottle tops. Paper- writing paper, sugar paper, crepe paper, news paper, tissue paper, tracing paper, paper art straws, coloured sticky notes. Fabric- wood, fur, leather, suede, voile, netting, denim and cotton. Plasticine Dice Three little pigs book (optional) Lollypop sticks, pasta, marshmallows, Lego or Polydron, cardboard, wooden bricks, paper cups, balsa wood etc. Materials- newspaper, cotton wool, polystyrene, sponge, water, tissue, fabric, bubble wrap. Zip lock bag Eggs. Reflective equipment to share if you have it. Ramp/strong card, Selection of balls 	 Post it notes Dice Different seeds- acorns, conkers, sunflower, poppy, coriander, runner beans, kidney or mung beans, cress, sesame, coffee, brown rice, or coconut. Magnifying glasses Collection pots Plastic plant pots or cardboard planters. Soil, water, cocktail sticks (2 per group) Plastic cups, materials such as cotton wool, tissue, soil, toilet paper, stones and sand, cress seeds. Bulbs e.g. tulip, daffodil, hyacinth. Magnifying glasses. Seeds (Cress), planting pots/cups, Soil, water, thermometers, (air tight container if investigating no air)

IMPACT	Can sequence the stages of a baby. Observe these changes. Can describe how animals change as they get older. Develops understanding of how insects change (more than a butterfly) through lifecycle diagrams. Can explain what humans and other animals need to survive. Can describe how to keep clean and healthy. Has a good understanding of the food plate and understands 'a healthy balanced diet'. Can adopt a menu to substitute food from the eat well plate. Understands the effect of exercise on the body.	Find a range of items which are dead, living. Can name plants/animals which live in different habitats and micro habitat. Can talk about the features of the animal/plant and how they are suited to the habitat. Can talk about what the animal eats. Can construct a food chain using simple diagrams.	Can name an object, say what material it is made from, identify properties and make a link between property and use. Whilst changing a shape of an object can describe the actions used. Can use suitable vocabulary. Simple tests relevant to properties. Describe similarities and differences in materials.	Can describe how plants that have grown from seeds and bulbs have developed over time. Can identify plants that grew well in different conditions. Can spot similarities and differences between bulbs and seeds. Can nurture seeds and bulbs into mature plants identifying the different requirements of different plants.
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