HIGH LITTLETON CHURCH OF ENGLAND PRIMARY SCHOOL SCIENCE Long Term Plan

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
OWLS (R)	Hand Hygiene Healthy Foods When I was a baby Looking after our teeth	Making magic potions - sparkling slime/magical mud	Floating & Sinking	Farm animals & their young	What do plants need to grow? Lifecycle of a plant Minibeasts - habitats Lifecycle of a frog	Make a model boat - how much can it carry? Looking after Our Oceans - plastic pollution
HEDGEHOG (Y1)	Forces, Earth and space Seasonal Changes	Materials Everyday Materials	Animals, including humans Sensitive Bodies	Animals, including humans Comparing animals	Plants An introduction to plants	Making connections: Investigating science through stories
FOX (Y2)	Living things and their habitats Habitats	Living things and their habitats Microhabitats	Materials Uses of everyday materials	Animals, including humans Life cycles and health	Plants Plant growth	Making connections: Plant-based materials
BADGER (Y3)	Animals, including humans Movement and nutrition	Forces, Earth and space Forces and magnets	Materials Rocks and Soils	Energy Light and shadows	Plants Plant reproduction	Making connections: Does hand span affect grip strength?
OTTER (Y4)	Animals, including humans Digestion and Food	Energy Electricity and Circuits	Materials States of Matter	Energy Sound and Vibrations	Animals, including humans Classification and Changing Habitats	Making connections: How does the flow of liquids compare?
ROBIN (Y5)	Materials Mixtures and separation	Materials Properties and changes	Forces, Earth and space Earth and space	Living things and their habitats Life cycles and reproduction	Forces, Earth and space Imbalanced forces	Making connections Human timeline
DEER (Y6)	Living things and their habitats Classifying big and small	Energy Light and reflection	Living things and their habitats Evolution and inheritance	Energy Circuits, batteries and switches	Animals including humans Circulation and exercise	Making connections: Are some sunglasses safer than others?