

EYFS						Year 1						Year 2						Skills
1A Mice	1B Sun, Moon Stars	2A Homes and Buildings	2B Bears	3A Farms	3B Journeys	1A Ourselves	1B Light & Dark*	2A Sorting & Using Materials	2B Animals	3A Plants	3B Exploring Living Things	1A Sound	1B Everyday Materials*	2A Animals	2B Habitats	3A Plants	3B Electricity*	
<ul style="list-style-type: none"> Describing nocturnal animals 	<ul style="list-style-type: none"> Discovering how to make shadows 	<ul style="list-style-type: none"> Tasting different food 	<ul style="list-style-type: none"> Testing objects or materials that float 				<ul style="list-style-type: none"> Making shadows Waterproof Investigation 	<ul style="list-style-type: none"> 'What's the best material' investigation Magnetic investigation (incl. prediction) 		<ul style="list-style-type: none"> Planting seeds (simple prediction) 		<ul style="list-style-type: none"> How does sound travel? Sound source experiment Sound blocker experiment 	<ul style="list-style-type: none"> Melting investigation Sieving practical task Friction investigation 	<ul style="list-style-type: none"> Exercise practical task 		<ul style="list-style-type: none"> Plant growing experiment (changing light, water) 	<ul style="list-style-type: none"> Broken circuit task Conductor investigation 	<p>asking simple questions and recognising that they can be answered in different ways</p>
<ul style="list-style-type: none"> Identifying animals 	<ul style="list-style-type: none"> Observing sun and moon 	<ul style="list-style-type: none"> Comparing materials. 	<ul style="list-style-type: none"> Measuring when cooking 	<ul style="list-style-type: none"> Measuring when cooking 	<ul style="list-style-type: none"> Changes as plants grow. magnifying glasses. 	<ul style="list-style-type: none"> Senses testing 	<ul style="list-style-type: none"> Using 'light blockers' to explore the sun/earth Testing opaque & transparent Reflection investigation Waterproof Investigation 	<ul style="list-style-type: none"> Changing plasticine Magnetic investigation (incl. prediction) 		<ul style="list-style-type: none"> Planting seeds (changing amount of light) 		<ul style="list-style-type: none"> Using instruments to make sounds Sound blocker experiment 	<ul style="list-style-type: none"> Changing plasticine Melting investigation Ir/reversible practical task Friction investigation 	<ul style="list-style-type: none"> Exercise practical task 	<ul style="list-style-type: none"> Rainham Marshes activities 	<ul style="list-style-type: none"> Plant growing experiment (changing light, water) Observing seeds in fruit 	<ul style="list-style-type: none"> Making a simple circuit Broken circuit task Conductor investigation 	<p>observing closely, using simple equipment</p>
<ul style="list-style-type: none"> Comparing different textures 	<ul style="list-style-type: none"> Making shadows. Light and dark 	<ul style="list-style-type: none"> Making pattern then take a photo. Programming Beebot 	<ul style="list-style-type: none"> Observing changes when cooking 	<ul style="list-style-type: none"> Sowing seeds, looking after plants. 	<ul style="list-style-type: none"> Comparing capacity. 	<ul style="list-style-type: none"> Senses testing 	<ul style="list-style-type: none"> Testing opaque & transparent Reflection investigation Waterproof Investigation 	<ul style="list-style-type: none"> 'What's the best material' investigation Magnetic investigation (incl. prediction) 		<ul style="list-style-type: none"> Planting seeds (changing amount of light) 		<ul style="list-style-type: none"> Sound source experiment Sound blocker experiment 	<ul style="list-style-type: none"> Melting investigation Ir/reversible practical task Sieving practical task Friction investigation 	<ul style="list-style-type: none"> Exercise practical task 		<ul style="list-style-type: none"> Plant growing experiment (changing light, water) 	<ul style="list-style-type: none"> Broken circuit task Conductor investigation 	<p>Performing simple tests</p>
<ul style="list-style-type: none"> Listening to sounds. Describe animals, habitats. Comparing textures 	<ul style="list-style-type: none"> Identifying planets 	<ul style="list-style-type: none"> Identify and compare buildings. Sorting materials. 	<ul style="list-style-type: none"> Identifying smells. Sorting and finding shapes. 	<ul style="list-style-type: none"> Sorting farm/wild animals. Sorting origin of foods. 	<ul style="list-style-type: none"> Sorting vehicles. labelling transport. 	<ul style="list-style-type: none"> Sorting non/living Senses testing Comparing & sorting animal body parts 	<ul style="list-style-type: none"> Testing opaque & transparent Hibernating & migrating animals Reflection investigation 	<ul style="list-style-type: none"> Sorting / describing wood, plastic, metal etc Magnetic investigation (incl. prediction) 	<ul style="list-style-type: none"> Carnivores, herbivores, omnivores Sorting land, water, air animals 	<ul style="list-style-type: none"> Plant search – (wild plants, garden plants, trees) Evergreen & deciduous 	<ul style="list-style-type: none"> Sorting living things into groups, based on own criteria 	<ul style="list-style-type: none"> Describing sounds Loudness & pitch Sound blocker experiment 	<ul style="list-style-type: none"> Sorting properties Man-made & natural Ir/reversible practical task 		<ul style="list-style-type: none"> Sorting non/living Plant search – identifying habitats Rainham Marshes activities 	<ul style="list-style-type: none"> Sorting plants by habitat 	<ul style="list-style-type: none"> Mains or batteries? Broken circuit task Conductor investigation 	<p>identifying and classifying</p>
	<ul style="list-style-type: none"> Comparing planets 	<ul style="list-style-type: none"> Describing different materials 	<ul style="list-style-type: none"> Exploring bear small world natural materials 	<ul style="list-style-type: none"> Observing changes when cooking. 	<ul style="list-style-type: none"> Exploring how vehicles move 		<ul style="list-style-type: none"> Using 'light blockers' to explore the sun/earth Making shadows Reflection investigation 	<ul style="list-style-type: none"> 'What's the best material' investigation 		<ul style="list-style-type: none"> Planting seeds (changing amount of light) 		<ul style="list-style-type: none"> Predicting sounds heard Sound blocker experiment 	<ul style="list-style-type: none"> Melting investigation Ir/reversible practical task 	<ul style="list-style-type: none"> Exercise practical task 	<ul style="list-style-type: none"> Rainham Marshes activities 	<ul style="list-style-type: none"> Plant growing experiment (changing light, water) 	<ul style="list-style-type: none"> Broken circuit task Conductor investigation 	<p>Using observations and ideas to suggest answers to questions</p>
<ul style="list-style-type: none"> Foods we like/dislike 	<ul style="list-style-type: none"> ordering events during the day 	<ul style="list-style-type: none"> Recording local buildings. 	<ul style="list-style-type: none"> Finding out about different bears and habitats 	<ul style="list-style-type: none"> Observing and recording experience at farm. 	<ul style="list-style-type: none"> Using Google. Using photo to record experience 	<ul style="list-style-type: none"> Tally charts (hair, eye colour etc) Analyse data in graphs 	<ul style="list-style-type: none"> Measure & record weather – wind, rain gauge 	<ul style="list-style-type: none"> 'What's the best material' investigation Magnetic investigation (incl. prediction) 		<ul style="list-style-type: none"> Planting seeds (changing amount of light) 		<ul style="list-style-type: none"> Sound source experiment Sound blocker experiment 	<ul style="list-style-type: none"> Melting investigation – line graph Friction investigation – bar chart 	<ul style="list-style-type: none"> Exercise practical task 		<ul style="list-style-type: none"> Plant growing experiment – line graph 	<ul style="list-style-type: none"> Conductor investigation 	<p>gathering and recording data to help in answering questions</p>

*Contains more advanced content taken from the Programmes of Study for older Year Groups. There is an option to choose appropriately from this learning once previous learning has been embedded.