Thomas Bullock Curriculum Map for Science

	Autumn	Spring	Summer
Nursery	<u>Weather / Seasons (N1)</u> • Children begin the weather chart journey (continues through school). • Take a photo from the classroom window for one day each month to add to the months / seasons class display (continues throughout school). • Noticing seasonal changes (autumn). • Nature Walks. • What animals, plants and trees can they see? • Harvest. Future Learning: 1.2, 1.4 & incidental learning in all year groups <u>Humans (N2)</u> • Learning basic body parts through singing 'Heads, Shoulders Knees and Toes'. • Importance of brushing teeth. Prior Learning: - Future Learning: N6, N15, N18, N22, R1.2, R1.4, R1.8, R1.13, R1.16, R1.20, 1.3, 2.2, 3.1, 4.1, 5.4, 5.5, 6.3, 6.5	<u>Animals (N7)</u> • Sea creatures / ocean animals. • Comparing animals that live in cold climates / countries with animals that live in our climate. • Fossils. • Owls & owl craft. • Arctic animal craft. • The RSPB Big Bird Watch. Prior Learning: - Future Learning: N14, N17, N21, R1.1, R1.11, R1.14, R1.23, 1.3, 2.2, 2.3, 3.1, 4.3, 5.4, 6.2 <u>Weather / Seasons (N8)</u> • Weather chart. • Noticing seasonal changes (winter). • Photo. • Exploring ice – melting and freezing. What does salt do to ice? Future Learning: 1.2, 1.4 & incidental learning in all year groups <u>Space (N9)</u> • Exploring day and night, light and dark. • Exploring stars. • Finding out what astronauts do? Prior Learning: - Future Learning: R1.5, R1.9, 5.1 <u>Light (N10)</u> • Shadow puppets. • Making lanterns. Prior Learning: N9 Future Learning: 3.3, 6.1 <u>Materials (N11)</u> • Materials found indoors and outdoors. Prior Learning: N4 Future Learning: N23, R1.22, 1.1, 2.1, 3.2, 4.2, 5.3	<u>Earth Day</u>: 22.04.26 Future Learning: Yearly event <u>Sun Awareness Week</u>: 11-17.05.26 Future Learning: Yearly event <u>Animals (N17)</u> • Life Cycles – chicks & chickens, tadpoles & frogs and caterpillars & butterflies. • Observing the tadpoles / chicks / butterflies carefully. • World Bee Day: 20.05.26 • Bee keeper visit? The importance of bees. Prior Learning: N7, N14 Future Learning: N21, R1.1, R1.11, R1.14, R1.23, 1.3, 2.2, 2.3, 3.1, 4.3, 5.4, 6.2 <u>Humans (N18)</u> • Sun safety. • Healthy eating. • Comparing ourselves to when we were babies (to adults). Prior Learning: N2, N6, N15 Future Learning: N22, R1.2, R1.4, R1.8, R1.13, R1.16, R1.20, 1.3, 2.2, 3.1, 4.1, 5.4, 5.5, 6.3, 6.5 <u>Weather / Seasons (N19)</u> • Weather chart. • Noticing seasonal changes (spring). • Photo. Future Learning: 1.2, 1.4 & incidental learning in all year groups <u>Plants (N20)</u> • Discussion around growing exotic fruits. • Making a fruit salad. • Observing plant growth. • Lifecycles – beanstalks, sunflowers. • Fruits and vegetables – food for humans. • Germination and pollination. Prior Learning: N5, N13 Future Learning: N24, R1.7, R1.12, R1.14, R1.19, 1.5, 2.5, 3.4, 5.4, 6.2

	World Science Day: 10.11.25 Future Learning: Yearly Event Weather / Seasons (N3) • Weather chart. • Noticing seasonal changes (winter). • Photo. Future Learning: 1.2, 1.4 & incidental learning in all year groups Materials (N4) • Exploring different materials that have different properties. Prior Learning: - Future Learning: N23, R1.22, 1.1, 2.1,3.2, 4.2, 5.3 Plants (N5) • Leaf investigation. Prior Learning: - Future Learning: N13, N20, N24, R1.7, R1.12, R1.14, R1.19, 1.5, 2.5, 3.4, 5.4, 6.2 Humans (N6) • Senses – see / hear / smell / feel on outdoor walks. Prior Learning: N2 Future Learning: N15, N18, N22, R1.2, R1.4, R1.8, R1.13, R1.16, R1.20, 1.3, 2.2, 3.1, 4.1, 5.4, 5.5, 6.3, 6.5	Weather / Seasons (N12) • Weather experiments. • Comparing different countries climates. • Weather chart. • Noticing seasonal changes (spring). • Photo. Future Learning: 1.2, 1.4 & incidental learning in all year groups Plants (N13) • Growing things in the polytunnel, greenhouses and classroom. • Measuring growth. • 'Plant a Flower Day'. • Describing flowers. • Tree observations. • Exploring woods, long grass, wet mud etc. (We're Going on A Bear Hunt). Prior Learning: N5 Future Learning: N20, N24, R1.1, R1.7, R1.12, R1.14, R1.19, 1.5, 2.5, 3.4, 5.4, 6.2 Animals (N14) • Lifecycles – frogspawn and frogs & caterpillars and butterflies. • World Wildlife Day Prior Learning: N7 Future Learning: N17, N21, R1.1, R1.11, R1.14, R1.23, 1.3, 2.2, 2.3, 3.1, 4.3, 5.4, 6.2 Humans (N15) • Healthy eating / balanced diet. • Revisit the importance of brushing teeth / oral health. Prior Learning: N2, N16 Future Learning: N18, N22, R1.2, R1.4, R1.8, R1.13, R1.16, R1.20, 1.3, 2.2, 3.1, 4.1, 5.4, 5.5, 6.3, 6.5 Forces (N16) • What forces can we feel? Prior Learning: - Future Learning: R1.22, 3.5, 5.2 How things work… • BeeBots. Prior Learning: - Future Learning: See computing	Animals (N21) • Insect week: 22-28.06.26 • How to look after animals. • Minibeasts – similarities and differences – using magnifying glasses. • Lifecycles – ladybirds / bees / butterflies. • Spider webs -weaving. Prior Learning: N7, N14, N17 Future Learning: N21, R1.1, R1.11, R1.14, R1.23, 1.3, 2.2, 2.3, 3.1, 4.3, 5.4, 6.2 Humans (N22) • Healthy Eating Week: 10-14.06.26 – making healthy snacks. • Revisit sun safety. • How have we grown? Prior Learning: N2, N6, N15, N18 Future Learning: N22, R1.2, R1.4, R1.8, R1.13, R1.16, R1.20, 1.3, 2.2, 3.1, 4.1, 5.4, 5.5, 6.3, 6.5 Materials (N23) • Exploring different materials that have different properties. Prior Learning: N4 Future Learning: R1.22, 1.1, 2.1,3.2, 4.2, 5.3 Plants (N24) • Fruit and vegetables printing. • Scavenger Hunts Prior Learning: N5, N13, N20 Future Learning: R1.7, R1.12, R1.14, R1.19, 1.5, 2.5, 3.4, 5.4, 6.2 Weather / Seasons (N25) • Weather chart. • Noticing seasonal changes (summer). • Photo. • Different cloud types. Future Learning: 1.2, 1.4 & incidental learning in all year groups

Reception	Plants & Animals (R1.1) • Autumn trail. • Harvest time. • Listening walk. Prior Learning: N5, N7, N13, N14, N17, N20, N21, N24 Future Learning: R1.7, R1.11, R1.12, R1.14, R1.19, R1.23, 1.3, 1.5, 2.2, 2.3, 2.5, 3.1, 3.4, 4.3, 5.4, 6.2 Humans (R1.2) • What do I want to be when I grow up? • Identifying family members. • Comparisons between families. • Exploring the people who help us. Prior Learning: N2, N6, N15, N18, N22 Future Learning: R1.4, R1.8, R1.13, R1.16, R1.20, 1.3, 2.2, 3.1, 4.1, 5.4, 5.5, 6.3, 6.5 Weather / Seasons (R1.3) • Noticing seasonal change. Future Learning: 1.2, 1.4 & incidental learning in all year groups	Humans (R1.8) • Various Celebrations – Chinese New Year, Lent, Valentine's Day. Prior Learning: N2, N6, N15, N18, N22, R1.2, R1.4 Future Learning: R1.13, R1.16, R1.20, 1.3, 2.2, 3.1, 4.1, 5.4, 5.5, 6.3, 6.5 Space (R1.9) • Planetarium Visit / Virtual Experience. • Space • Cadet training. • Who was Neil Armstrong? • Looking at NASA. • The Solar System – planets. Prior Learning: N9, R1.5 Future Learning: 5.1 Weather / Seasons (R1.10) • Noticing seasonal change. Future Learning: 1.2, 1.4 & incidental learning in all year groups Animals (R1.11) • RSPB – Big School's Bird Watch. Prior Learning: N7, N14, N17, N21, R1.1 Future Learning: R1.14, R1.23, 1.3, 2.2, 2.3, 3.1, 4.3, 5.4, 6.2 Plants (R1.12) • Tree observation. Prior Learning: N5, N13, N20, N24, R1.1, R1.7 Future Learning: R1.14, R1.19, 1.5, 2.5, 3.4, 5.4, 6.2	Humans (R1.16) • Various celebrations – Ramadan, Eid. Prior Learning: N2, N6, N15, N18, N22, R1.2, R1.4, R1.8, R1.13 Future Learning: R1.20, 1.3, 2.2, 3.1, 4.1, 5.4, 5.5, 6.3, 6.5 Animals (Dinosaurs) (R1.17) • Dinosaur eggs. • Fossil hunt & creation. • Categorising dinosaurs. • Creating a timeline. • What is a palaeontologist? Prior Learning: - Future Learning: 6.3 Weather / Seasons (R1.18) • Noticing seasonal change. Future Learning: 1.2, 1.4 & incidental learning in all year groups Plants (R1.19) • Prepping flowerbeds and planting more plants. • How do things grow? • Tree observation. Prior Learning: N5, N13, N20, N24, R1.1, R1.7, R1.12, R1.14 Future Learning: 1.5, 2.5, 3.4, 5.4, 6.2

	Humans (R1.4) • Various celebrations – Bonfire Night, Christmas, Diwali, Hanukah, Remembrance Day, Black History Month. • Explore other children from around the world – cultures etc. Prior Learning: N2, N6, N15, N18, N22, R1.2 Future Learning: R1.8, R1.13, R1.16, R1.20, 1.3, 2.2, 3.1, 4.1, 5.4, 5.5, 6.3, 6.5 Space (R1.5) • World Space Week 4-10.10.26 Future Learning: Yearly event Weather / Seasons (R1.6) • Noticing seasonal change. Future Learning: 1.2, 1.4 & incidental learning in all year groups Plants (R1.7) • Leaf investigation. Prior Learning: N5, N13, N20, N24, R1.1 Future Learning: R1.12, R1.14, R1.19, 1.5, 2.5, 3.4, 5.4, 6.2	Humans (R1.13) • Various celebrations – Easter. Prior Learning: N2, N6, N15, N18, N22, R1.2, R1.4, R1.8 Future Learning: R1.16, R1.20, 1.3, 2.2, 3.1, 4.1, 5.4, 5.5, 6.3, 6.5 Plants & Animals (R1.14) • Notice changes in living things. • Building bug hotels. • Exploring our environment using our senses. • Prepping flowerbeds and planting seeds. • Polytunnel growing. • Life-cycles – frogs, butterflies, chickens. • Weather experiments. • Nature scavenger hunt. Prior Learning: N5, N7, N13, N14, N20, N21, R1.1, R1.7, R1.11, R1.12 Future Learning: R1.19, R1.23, 1.3, 1.5, 2.2, 2.3, 2.5, 3.1, 3.4, 4.3, 5.4, 6.2 Weather / Seasons (R1.15) • Noticing seasonal change. • Comment and explore weather and climate. • Make a weather station. Future Learning: 1.2, 1.4 & incidental learning in all year groups	Humans (R1.20) • Healthy eating week 10-14.06.26. • Transitions – How I've Grown. Prior Learning: N2, N6, N15, N18, N22, R1.2, R1.4, R1.8, R1.13, R1.16 Future Learning: 1.3, 2.2, 3.1, 4.1, 5.4, 5.5, 6.3, 6.5 Weather / Seasons (R1.21) • Noticing seasonal change. • Summer solstice. Future Learning: 1.2, 1.4 & incidental learning in all year groups Materials (R1.22) • Floating & Sinking • Testing materials and objects. Prior Learning: N4, N11, N23 Future Learning: 1.1, 2.1, 3.2, 4.2, 5.3 Animals (R1.23) • Minibeasts. • Life-cycles of a ladybird / caterpillar (butterfly). Prior Learning: N7, N14, N21, R1.1, R1.11, R1.14 Future Learning: 1.3, 2.2, 2.3, 3.1, 4.3, 5.4, 6.2

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<tr>
<td rowspan="2">Year 1</td>
<td>Everyday Materials (1.1)
• Objects can be made from a variety of materials.
• Everyday materials include wood, plastic, glass, metal, water, and rock.
• Different materials have different physical properties.
• DC1, DC4, DC5, DC7
Prior Learning: R1.22
Future Learning: 2.1, 3.2</td>
<td rowspan="2">Animals (1.3)
• Animals can be grouped into fish, amphibians, reptiles, birds, and mammals by their structural features.
• Animals can be grouped into carnivores, herbivores, and omnivores by the food they eat.
• The human body is made of many different parts; each has its own function.
• Humans have five senses: sight, hearing, touch, taste, and smell. Each sense uses different body parts.
• DC1, DC4, DC5
Prior Learning: R1.1, R1.11
Future Learning: 2.2, 4.1, 4.3, 5.4, 6.2</td>
<td>Spring and Summer (1.4)
• There are four seasons—autumn, winter, spring, and summer.
• Different types of weather are associated with different seasons.
• Day length varies in different seasons.
• DC4, DC5, DC6, DC7
Prior Learning: 1.2, incidental learning in all year groups
Future Learning: 3.3, 5.1, 6.1</td>
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<tr>
<td>Autumn and Winter (1.2)
• There are four seasons—autumn, winter, spring, and summer.
• Different types of weather are associated with different seasons.
• Day length varies in different seasons.
• DC1, DC4, DC5, DC6, DC7
Prior Learning: Incidental learning in all year groups
Future Learning: 1.4, 3.3, 5.1, 6.1</td>
<td>Plants (1.5)
• A plant is a living thing.
• The main parts of a plant are the stem, leaves, and roots.
• Plants can be grown by people or grow in the wild.
• DC3, DC4, DC5, DC6, DC7
Prior Learning: R1.1, R.7, R.12, 1.2, 1.4
Future Learning: 2.5, 3.4, 5.4, 6.2</td>
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<td rowspan="2">Year 2</td>
<td>Uses of Materials (2.1)
• Everyday materials include wood, metal, plastic, glass, brick, rock, paper, and cardboard.
• The material chosen to make an object or device is based on the suitability of its properties.
• The shapes of solid objects made from some materials can be changed by squashing, bending, twisting, and stretching.
• DC1, DC4, DC5, DC7
Prior Learning: R1.22, 1.1
Future Learning: 3.2, 4.2</td>
<td rowspan="2">Habitats (2.3)
• Things can be living, dead, or never been alive.
• Plants and animals live in a variety of habitats, including microhabitats.
• Most living things live in habitats to which they are suited.
• Habitats provide for the basic needs of different kinds of animals and plants.
• The living things in a habitat depend on each other for survival.
• Animals obtain their food from plants and other animals. This can be shown using a simple food chain.
• DC1, DC4, DC5, DC7, DC8
Prior Learning: R1.1, R1.11, 1.3, 2.2,
Future Learning: 2.4, 4.3</td>
<td>Protecting the Environment (2.4)
• Humans and their activities pose dangers to wildlife, through housing, traffic, waste, and pollution.
• Where possible materials should be recycled to reduce landfill and pollution.
• To ensure a sustainable supply of water and energy, these resources must be used efficiently.
• Trees are a source of food, fuel, oxygen, and timber.
• Trees provide a habitat for many animals.
• DC1, DC4, DC5, DC6, DC7
Prior Learning: 2.2, 2.3
Future Learning: 4.3</td>
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<td>Animals and Survival (2.2)
• Animals, including humans, have offspring which grow into adults.
• The basic needs of animals, including humans, for survival include water, food, and air.
• To remain healthy: it is important for humans to exercise, eat the right amounts of different types of food, and have good hygiene.
• DC1, DC4, DC5, DC7
Prior Learning: R1.1, R1.11, 1.3
Future Learning: 4.1, 5.5, 6.2</td>
<td>Plants and Growth (2.5)
• Seeds and bulbs grow into mature plants.
• Plants need water, light, and a suitable temperature to grow and stay healthy.
• DC1, DC2, DC3, DC4, DC5, DC7
Prior Learning: R1.1, R1.7, R1.12, 1.5
Future Learning: 3.4, 5.4</td>
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<td rowspan="2">Year 3</td>
<td>Skeletons, Muscles and Nutrition (3.1)
• Animals, including humans, need the right types and amount of nutrition.
• Animals cannot make their own food; they get nutrition from what they eat.
• Humans and some other animals have skeletons and muscles for support, protection, and movement.
• DC1, DC3, DC4, DC5, DC6, DC7
Prior Learning: 1.3
Future Learning: 4.1, 4.3, 6.5</td>
<td rowspan="2">Light and Shadows (3.3)
• Light is needed to see things.
• Darkness is the absence of light.
• Light is reflected from surfaces.
• Light from the sun can be dangerous, and eyes should be protected from sunlight.
• Shadows are formed when the light from a light source is blocked by an opaque object.
• There are patterns in the way that the size of shadows change.
• DC1, DC3, DC4, DC5, DC7, DC8
Prior Learning: 1.4
Future Learning: 5.1, 6.1</td>
<td>Plants – Needs for Survival (3.4)
• Flowering plants have roots, a stem/trunk, leaves, and flowers.
• Plants require air, light, water, nutrients from the soil, and room to grow.
• Water is transported within plants in vessels.
• Flowers play an important role in the life cycle of flowering plants, including pollination, seed formation, and seed dispersal.
• DC1, DC4, DC5, DC7
Prior Learning: R1.1, R1.7, R1.12, 1.5, 2.5
Future Learning: 5.4, 6.2</td>
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<td>Rocks and Fossils (3.2)
• Rocks can be grouped by their appearance and simple physical properties.
• Fossils are formed when things that have lived are trapped within rock.
• Soils are made from rocks and organic matter.
• DC3, DC4, DC5, DC7
Prior Learning: -
Future Learning: 4.2, 6.3</td>
<td>Forces and Magnets (3.5)
• Objects experience different amounts of friction on different surfaces.
• Some forces need contact between two objects, but magnetic forces can act at a distance.
• Some materials are magnetic, meaning they are attracted to a magnet.
• Magnets have two poles.
• Magnets can attract or repel each other, depending on which poles are facing each other.
• DC3, DC4, DC5, DC7, DC8
Prior Learning: -
Future Learning: 5.2</td>
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Year 4	<u>Teeth and Digestion (4.1)</u> • The human digestive system contains a number of organs including the mouth, stomach, oesophagus, and intestines. • The main types of human teeth are incisors, canines, molars, and premolars. Each type of tooth looks different and has a different function. • DC1, DC2, DC3, DC4, DC5, DC7, DC8 Prior Learning: 1.3, 2.2, 3.1 Future Learning: 6.5	<u>Living Things and Environments (4.3)</u> • Living things can be grouped in a variety of ways. • Classification keys can be used to help group, identify and name living things. • Environments can change and this can sometimes pose dangers to living things. • DC1, DC3, DC4, DC5, DC6, DC7, DC8 Prior Learning: R1.1, R1.11, 1.3, 2.4, 3.1 Future Learning: 5.4, 6.2, 6.5	<u>Sound (4.4)</u> • Sounds are made when something vibrates. • Vibrations from sounds travel through a medium to the ear. • The pitch of a sound is affected by how quickly an object vibrates. • The volume of a sound is determined by the strength of the vibrations that produced it. • Sounds get fainter as the distance from the sound source increase • DC2, DC3, DC4, DC5, DC7 Prior Learning: 4.2 Future Learning: KS3
	<u>States of Matter (4.2)</u> • Materials can be grouped according to whether they are solids, liquids, or gases. • Materials can change state when they are heated or cooled—this happens at different temperatures for different materials. • Evaporation and condensation are key processes in the water cycle. • Rate of evaporation is affected by temperature. • DC1, DC3, DC4, DC5, DC7, DC8 Prior Learning: R1.22, 1.1, 2.1, 3.2 Future Learning: 5.3		<u>Electricity (4.5)</u> • The brightness of a lamp or the volume of a buzzer is associated with the number and voltage of cells used in the circuit. • Switches can be used to turn components on and off in a circuit. • Circuit symbols are used when representing a simple circuit in a diagram. • DC3, DC4, DC5, DC7 Prior Learning: - Future Learning: 6.4

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<td rowspan="2">Year 5</td>
<td>Earth and Space (5.1)
• Earth and other planets in the Solar System orbit around the Sun.
• The Moon orbits round Earth.
• The Sun, Earth, and the Moon are approximately spherical bodies.
• The rotation of Earth results in day and night, and the apparent movement of the Sun across the sky.
• DC4, DC5, DC6, DC7, DC8
Prior Learning: 3.3
Future Learning: 6.1</td>
<td rowspan="2">Materials (5.3)
• The properties of materials include their hardness, solubility, transparency, conductivity (electrical and thermal), and response to magnets.
• The particular uses of everyday materials, including metals, wood, and plastic depend on their properties.
• Some materials will dissolve in liquid to form a solution.
• Mixtures can be separated using filtering, sieving, and evaporating.
• Dissolving, mixing, and changes of state are reversible changes.
• Changes that result in the formation of new materials are not usually reversible, including changes associated with burning and the action of acid on bicarbonate of soda.
• DC2, DC3, DC4, DC5, DC6, DC7
Prior Learning: R1.22, 1.1, 2.1, 4.2
Future Learning: KS3</td>
<td>Life Cycles (5.4)
• There are differences in the life cycles of mammals, amphibians, insects, and birds.
• Plants and animals produce offspring by the life process of reproduction.
• DC1, DC4, DC5
Prior Learning: R1.1, R1.11, 1.3, 2.2, 3.4, 4.3
Future Learning: 5.5</td>
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<td>Forces (5.2)
• Unsupported objects fall towards Earth because of the force of gravity acting between Earth and the falling object.
• Air resistance, water resistance, and friction act between moving surfaces.
• Some mechanisms including levers, pulleys, and gears allow a smaller force to have a greater effect.
• DC1, DC2, DC3, DC4, DC5, DC7, DC8
Prior Learning: 3.5
Future Learning: KS3</td>
<td>Growing Older (5.5)
• Humans experience a number of changes as they develop to old age.
• DC1, DC5, DC7
Prior Learning: 2.2. 4.3, 5.4
Future Learning: 6.3</td>
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<td rowspan="2">Year 6</td>
<td>Light (6.1)
• Light travels in straight lines.
• Objects are seen because they give out or reflect light into the eye.
• We see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes.
• As light travels in straight lines shadows have the same shape as the objects that cast them.
• DC1, DC2, DC3, DC4, DC5, DC7
Prior Learning: 3.3, 4.3, 5.1
Future Learning: KS3</td>
<td rowspan="2">Evolution and Inheritance (6.3)
• Living things have changed over time.
• Fossils provide information about living things that inhabited Earth millions of years ago.
• Living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents.
• Animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.
• DC1, DC2, DC3, DC4, DC5, DC6, DC7
Prior Learning: 1.3, 2.2, 3.2, 3.4, 4.3, 5.5
Future Learning: KS3</td>
<td>Electricity (6.4)
• The brightness of a lamp or the volume of a buzzer is associated with the number and voltage of cells used in the circuit.
• Switches can be used to turn components on and off in a circuit.
• Circuit symbols are used when representing a simple circuit in a diagram.
• DC1, DC2, DC3, DC4, DC5, DC7
Prior Learning: 4.5
Future Learning: KS3</td>
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<td>Classification (6.2)
• Living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants, and animals.
• DC1, DC4, DC6, DC7
Prior Learning: 1.3, 2.3, 3.2, 4.3
Future Learning: 6.3, KS3</td>
<td>Circulatory System and Lifestyle (6.5)
• The main parts of the human circulatory system include the heart, blood vessels, and blood.
• Nutrients and water are transported within animals, including humans, in the blood.
• Diet, exercise, drugs, and lifestyle can all affect the way our bodies function.
• DC2, DC3, DC4, DC5, DC6, DC7, DC8
Prior Learning: 2.2, 3.1, 4.1, 4.3
Future Learning: KS3</td>
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The disciplinary concepts we focus on in KS1 and KS2 are:

DC1: Ask relevant questions and use different types of scientific enquiries to answer them.
DC2: Plan simple scientific enquiries.
DC3: Use a range of equipment.
DC4: Make careful observations.
DC5: Record findings using simple scientific language, drawings, and labelled diagrams.
DC6: Present data.
DC7: Use results to draw simple conclusions and make predictions. Report on findings from enquiries, including oral and written explanations.
DC8: Use models to represent a scientific concept or process.