



## KS2 (Y4) Science Framework

**C = Coverage**    **N = New Learning**    **R = Recall of prior learning**    **A - Assessment**

Terms	Autumn		Spring		Summer	
	Animals including Humans		Living Things and their Habitats	States of Matter	Sound	Electricity
Weeks						
1	<p><b>C - Introduction week</b></p>	<p><b>C - Animals</b> N - To name the different parts and functions in the digestive system</p>	<p><b>C - Living things</b> N - To identify different ways of groups living things. R - To use appropriate scientific vocabulary</p>	<p><b>C - States of Matter</b> N - compare and group materials together, according to whether they are solids, liquids or gases.</p>	<p><b>C - Sound</b> N - -identify how sounds are made, associating some of them with something vibrating.</p>	<p><b>C - Electricity</b> N - identify common appliances that run on electricity</p>
2	<p><b>C - Animals</b> N - To explore a basic food chain</p>	<p><b>C - Animals</b> R - To name the different parts and functions in the digestive system</p>	<p><b>C - Living things</b> N - To identify and describe vertebrates</p>	<p><b>C - States of Matter</b> R - compare and group materials together, according to whether they are solids, liquids or gases.</p>	<p><b>C - Sound</b> N -recognise that vibrations from sounds travel through a medium to the ear.</p>	<p><b>C - Electricity</b> N - construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.</p>
3	<p><b>C - Animals</b> N - To identify the difference between and examples of producers, predators and prey.</p>	<p><b>C - Animals</b> N - To compare the human digestive system with that of different animals. N - To use appropriate scientific vocabulary</p>	<p><b>C - Living things</b> N - To identify and describe invertebrates N - To use a key to compare vertebrates and invertebrates</p>	<p><b>C - States of Matter</b> N - observe that some materials change state when they are heated or cooled.</p>	<p><b>C -Sound</b> N -recognise that sounds get fainter as the distance from the sound source increases.</p>	<p><b>C - Electricity</b> R - construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers</p>

4	<p><b>C - Animals</b>  R - To identify the difference between and examples of producers, predators and prey.  N - To use appropriate scientific vocabulary</p>	<p><b>C - Animals</b>  N - To identify the names and functions of teeth.</p>	<p><b>C - Living things</b>  N - To use a key to identify different characteristics in living things.  R - To use appropriate scientific vocabulary</p>	<p><b>C - States of Matter</b>  N - To research the temperature at which this happens in degrees Celsius (°C)</p>	<p><b>C - Sound</b>  N - find patterns between the volume of a sound and the strength of the vibrations that produced it</p>	<p><b>C - Electricity</b>  N - identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery</p>
5	<p><b>C - Animals</b>  N - To interpret a series of food chains  R - To use appropriate scientific vocabulary</p>	<p><b>C - Animals</b>  N - To plan a scientific enquiry  N - To use appropriate scientific vocabulary</p>	<p><b>C - Living things</b>  N - To understand why animals choose different habitats.  N - To explore positive and negative changes to the environment.</p>	<p><b>C - States of Matter</b>  N - To research the temperature at which this happens in degrees Celsius (°C)  N - To use appropriate scientific vocabulary.</p>	<p><b>C - Sounds</b>  <b>A - find patterns between the pitch of a sound and features of the object that produced it.</b></p>	<p><b>C - Electricity</b>  N - recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.</p>
6	<p><b>C - Animals</b>  <b>A - To construct a series of food chain diagrams using arrows to indicate the transfer on energy</b></p>	<p><b>C - Animals</b>  N - To carry out and record scientific enquiry  R - To use appropriate scientific vocabulary</p>	<p><b>C - Living things</b>  N - To identify endangered species and explain how to protect them.  R - To use appropriate scientific vocabulary</p>	<p><b>C - States of Matter</b>  N - identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature  R - To use appropriate scientific vocabulary</p>		<p><b>C - Electricity</b>  N - recognise some common conductors and insulators, and associate metals with being good conductors.  R - To use appropriate scientific vocabulary.</p>
7	<p><b>C - Animals</b>  N - To interpret a food web.</p>	<p><b>C - Animals</b>  N - To write a conclusion for a scientific enquiry  R - To use appropriate scientific vocabulary</p>				

8	Enrichment Week	
Scientific working skills to be developed across all topics:	<ul style="list-style-type: none"> <li>○ asking relevant questions and using different types of scientific enquiries to answer them</li> <li>○ setting up simple practical enquiries, comparative and fair tests</li> <li>○ making systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment, including thermometers and data loggers</li> <li>○ gathering, recording, classifying and presenting data in a variety of ways to help in answering questions</li> <li>○ recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables</li> <li>○ reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions</li> <li>○ using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions</li> <li>○ identifying differences, similarities or changes related to simple scientific ideas and processes</li> </ul>	using straightforward scientific evidence to answer questions or to support their findings.