



National Curriculum Science Key Stage 1

Science National Curriculum Objectives (KS1)		Where are they taught?
Pupils should be taught to...		
Plants	identify a variety of common wild and garden plants, including deciduous and evergreen trees	Unity in the Community
	identify and describe the basic structure of a variety of common flowering plants	
	observe and describe how seeds and bulbs grow into mature plants	
	find out and describe how plants need water, light and a suitable temperature to grow and stay healthy	
Animals, Including Humans	identify and name a variety of common animals including birds, fish, amphibians, reptiles and mammals	Going Wild <i>Happily Ever After</i>
	identify and name a variety of common animals that are carnivores, herbivores and omnivores	
	describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)	
	identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense	KS1 3D PSHE C1 U3 L2 (within Going Wild)
	notice that humans and other animals can produce offspring and that these offspring can grow into adults	Going Wild Happily Ever After
	find out about the basic needs of animals, as well as humans, for survival (which are food, water and air)	Going Wild
	describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene	Within KS1 3D PSHE C1 U1 L2 (within Come Fly With Me! Arctic Circle) C1 U1 L4, L6 (within Going Wild) C1 U1 L5 (additional lesson) C1 U2 L1 – 6 (additional lessons)



Everyday Materials	distinguish between an object and the material from which it is made	Come Fly With Me! Arctic Circle
	identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock	
	Describe how the simple physical properties of a variety of everyday materials vary	
	compare and group together a variety of everyday materials on the basis of their simple physical properties	
	identify and compare the suitability of a variety of everyday materials, including wood, metal plastic, glass, brick, rock, paper and cardboard for particular uses	
	find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching	
Seasonal Changes	observe changes across the four seasons	Come Fly With Me! Arctic Circle <i>The Four Seasons Project</i>
	observe and describe weather associated with the four seasons and how day length varies	
Living Things and Their Habitats	explore and compare the differences between things that are living, dead, and things that have never been alive	Going Wild Happily Ever After
	identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other	Come Fly With Me! Arctic Circle
	identify and name a variety of plants and animals in their habitats, 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	Unity in the Community



Light (LKS2)	recognise that shadows are formed when the light from a light source is blocked by a solid object	Light Up the World
	recognise that light from the Sun can be dangerous and that there are ways to protect their eyes	
	recognise that we need light in order to see things and that dark is the absence of light	
Sound (LKS2)	recognise that sounds get fainter as the distance from the sound source increases	Land Ahoy!
Living Things and Their Habitats (LKS2)	recognise that environments can change and that this can sometimes pose dangers to living things	Going Wild
Electricity (LKS2)	construct a simple series electrical circuit identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers	Zero to Hero
	recognise that a switch opens and closes and circuit	
Forces and Magnets (LKS2)	compare how things move on different surfaces	Land Ahoy!