

Science Overview - Year 4



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	States of Matter	Sound	Animals (including humans)	Living Things and their Habitats	Electricity	
NC links	Compare and group materials together, according to whether they are solids, liquids or gases. Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C). Identify the part played by evaporation and condensation in the water cycle and	Identify how sounds are made, associating some of them with something vibrating. Recognise that vibrations from sounds travel through a medium to the ear. Find patterns between the pitch of a sound and features of the object that produced it. Find patterns between the volume of a sound and the strength of the vibrations that produced	Describe the simple functions of the basic parts of the digestive system in humans. Identify the different types of teeth in humans and their simple functions. Construct and interpret a variety of food chains, identifying producers, predators and prey.	Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. Recognise that environments can change and that this can sometimes pose dangers to living things.	Identify common appliances that run on electricity. Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers. 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. Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit. Recognise some common conductors and insulators, and associate metals with being good conductors.	

	associate the rate of evaporation with temperature.	it. Recognise that sounds get fainter as the distance from the sound source increases.			
Skill breakdown	Compare, group, Observe, measure, research, Identify, explore, classify	Identify, Recognise, Explore, identify, investigate	Describe, Identify, construct, interpret, explore, compare, discuss	Explore, group, Identify, name, recognize, explore,	Identify, construct, recognize, observe
Key vocabulary	Solid, liquid, gas, evaporation, condensation, chemical change, oxygen, carbon dioxide, freezing/boiling	Vibration, sound wave, sounds, medium, pitch, volume, fainter/louder, increase, insulation	Digestion, producer, predator, prey, oesophagus, stomach, intestines, carnivore/herbivores, incisor/canine/molar	Classification, grouping, vertebrate/invertebrates, amphibians, reptiles, mammals, deforestation, population, insects	Electricity, circuit, cell, wire, bulb, switch, buzzer. battery, conductor/insulator
Scientific equipment	Thermometer,	Data loggers	Teeth model		Crocodile clips, buzzers, switches, bulbs, cells, batteries, data loggers