| Chemistry | EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
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| Curriculum Objectives | Children know about similarities and differences in relation to objects and materials. They talk about changes. (Melting chocolate, biscuit mixture changing when we add wet ingredients, popcorn kernels and popcorn machine. Look at what objects are made, mand made and natural, If we drop Humpty Dumpty on wooden blocks, cotton wool and glass beads will he break? Why? Why not?) | Treasure Island <br> - Distinguish between an object and the material from which it is made <br> - Identify, name and describe the simple physical properties of a variety of everyday materials <br> - Compare and group everyday materials | Material Monster + <br> Move It (taught as one long topic) <br> - Identify and compare the suitability of materials for particular uses <br> - Find out how the shapes of solid objects made from some materials can be changed | Earth Rocks <br> - Compare and group together different kinds of rocks <br> - Describe how fossils are formed when things that have lived are trapped in rock <br> - Recognise that soils are made from rocks and organic matter | Looking at States <br> - Compare and group materials as solids, liquids or gases <br> - Understand the water cycle <br> - Observe that changes in temperature cause some materials to change state <br> Power it Up <br> - Identify common appliances that run on electricity <br> - Construct a simple series electrical circuit, identifying and naming its basic parts <br> - Recognise that a closed circuit is required for lamp to light in a simple series circuit <br> - Recognise common conductors and insulators | Material World <br> - Compare and group together everyday materials on the basis of their properties <br> - Understand how solutions are formed and separated <br> - Understand how to separate mixtures <br> - Use comparative and fair tests to explain reasons for particular uses of everyday materials | N/A |
| $\begin{aligned} & \text { ci } \\ & \frac{0}{0} \\ & \frac{0}{0} \\ & \text { O } \\ & 0 \end{aligned}$ | Change, melt, manmade, natural, material. | Treasure Island <br> Float, Island, Sink, <br> Waterproof, <br> Windproof | Material Monster <br> Material, Properties <br> Move It <br> Bend, Pull, Push, <br> Squash, <br> Stretch | Earth Rocks <br> Mineral, Rock, <br> Permeable, <br> Impermeable, Crystals <br> Ore, Igneous, Magma <br> Sediment, Humus, <br> Fossil, Extinct, <br> Palaeontologis $\dagger$ | Looking at States <br> Solid, Liquid, Gas, <br> Matter, Temperature, <br> Thermometer, Melting, <br> Freezing, Evaporation, <br> Boiling point, <br> Condensing, Water <br> cycle, Boiling <br> Power it Up <br> Battery, Bulb, Mains, <br> Rechargeable, Cell, <br> Bulb, Circuit, <br> Components, Terminals | Material World <br> Hard, Tough, Strong, <br> Rigid, Elastic, Plastic \& Flexible | N/A |


|  |  |  |  |  | Wires, Switch, Conductor, Insulator, Circuit |  |  |
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|  | Opportunities for outdoor learning | Opportunities for outdoor learning | Opportunities for outdoor learning | Opportunities for outdoor learning | Opportunities for outdoor learning | Opportunities for outdoor learning | N/A |

