Year 4 Science Curriculum Map

Autumn 1		Spring 1		Summer 1	
Lesson 1	**Living Things and their Habitats:** To recognise that living things can be grouped in a variety of ways.	Lesson 1	**States of Matter:** To compare and group materials together, identifying whether they are solids, liquids or gases.	Lesson 1	**Electricity:** to classify and present data, identifying common appliances that run on electricity.
Lesson 2	**Living Things and their Habitats:** To explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment	Lesson 2	**States of Matter:** To investigate gases and explain their properties.	Lesson 2	**Electricity:** to identify circuit components and build working circuits.
Lesson 3	**Living Things and their Habitats:** To explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment	Lesson 3	**States of Matter:** To recognise that some materials change state when they are heated or cooled.	Lesson 3	**Electricity:** To investigate whether circuits are complete or incomplete.
Lesson 4	**Living Things and their Habitats:** To explore and use classification keys to group, identify and name a variety of living things.	Lesson 4	**States of Matter:** To explore how water changes state.	Lesson 4	**Electricity:** To recognise some common conductors and insulators.
Lesson 5	**Living Things and their Habitats:** To recognise positive and negative changes to the local environment and how they affect living things.	Lesson 5	**States of Matter:** To investigate how water evaporates.	Lesson 5	**Electricity:** To explain how a switch works and why they are needed.
Lesson 6	**Living Things and their Habitats:** To describe environmental dangers to endangered species.	Lesson 6	**States of Matter:** To identify and describe the different stages of the water cycle.	Lesson 6	**Electricity:** To discuss and solve problems about electricity using reasoning skills.
Autumn 2			**Spring 2**		**Summer 2**
Lesson 1	**Animals including Humans:** To discuss how to keep teeth healthy; plan and set up an investigation into tooth decay.	Lesson 1	**Sound:** To identify how sounds are made, associating some of them with something vibrating.	Lesson 1 & Lesson 2	**Scientists and Inventors**: To describe Alexander Graham Bell and his inventions.
Lesson 2	**Animals including Humans:** Identify the different types of teeth in humans and their simple functions.	Lesson 2	**Sound:** To recognise that vibrations from sounds travel through a medium to the ear.		
Lesson 3	**Animals including Humans:** To identify the parts of the digestive system and their function.	Lesson 3	**Sound:** To find patterns between the pitch of a sound.	Lesson 3 & Lesson 4	**Scientists and Inventors:** To explore the impact of electrical inventions by Thomas Edison and Lewis Latimer.
Lesson 4	**Animals including Humans:** To demonstrate and explain the process of digestion.	Lesson 4	**Sound:** To explore how sound changes over distance.		
Lesson 5	**Animals including Humans:** To construct food chains for different habitats and explain findings using the correct scientific language.	Lesson 5	**Sound:** To investigate the best materials for soundproofing.	Lesson 5 & Lesson 6	**Scientists and Inventors:** To explain who Garrett Morgan was and what he invented.
Lesson 6	**Animals including Humans:** To construct and interpret a variety of food chains, identifying producers, predators and prey.	Lesson 6	**Sound:** To create a musical instrument and explain how it works.		