

National Curriculum Objectives (Stage 4)	Autumn	Spring	Summer
LIVING THINGS AND THEIR HABITATS			
I can recognise that living things can be grouped in a variety of ways			
I can explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment			
I can describe the simple functions of the basic parts of the digestive system in humans			
I can identify the different types of teeth in humans and their simple functions			
I can recognise that environments can change and that this can sometimes pose dangers to living things			
I can construct and interpret a variety of food chains, identifying producers, predators and prey			
STATES OF MATTER			
I can compare and group materials together, according to whether they are solids, liquids or gases			
I can identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature			
I can 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)			
ELECTRICITY			
I can identify common appliances that run on electricity			
I can construct a simple series electrical circuit identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers			
I can recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit			
I can 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			
I can recognise some common conductors and insulators, and associate metals with being good conductors			
SOUND			
I can identify how sounds are made, associating some of them with something vibrating			
I can recognise that vibrations from sounds travel through a medium to the ear			
I can find patterns between the pitch of a sound and features of the object that produced it			
I can find patterns between the volume of a sound and the strength of the vibrations that produced it			
I can recognise that sounds get fainter as the distance from the sound source increases			