

## Year 4 Science Subject Map



States of Matter	Living Things and Their Habitats	Animals Including Humans	Scientist Investigation	Electricity	Sound
		DRIVE	R WORDS		
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5
Observe, Ask questions, Name,	Sort, Record, Label, Describe, Compare	Identify, Explore, Observe, Understand, Find out, Recognise	Enquire, Gather, Classify, Present, Draw conclusions, Identify differ- ences and similarities, Find and use evidence, Investigate, Predict	Measure, Use scientific language, Find patterns, Construct, Interpret, Research, Associate	Plan, Report, Use our knowledge, Give reasons, Demonstrate, Ex- plain
WORKING SCIENTIFICALLY AGE RELATED EXPECTATIONS 1.Ask relevant questions and using different types of scientific		UNIT RELATED EXPECTATIONS LIVING THINGS AND THEIR HABITATS			
enquiries to answer them.		10. <b>Recognise</b> that living things can be <b>grouped</b> in a variety of ways.			

2.Set up simple practical enquiries,

3. Make organised and careful obse taking accurate measurements usi of equipment, including thermome 4.Gather, record, classify and pres help in answering questions.

5. Record findings using simple scie diagrams, keys, bar charts, and tab

6. Report on findings from enquirie planations, displays or presentation

7. Use results to draw simple concl values, suggest improvements and

8. Identify differences, similarities entific ideas and processes.

9. Use simple scientific evidence to their findings.

## **SCIENTIFIC**

answer, biologist, biology, change, chemistry, classify, compare, cor diagram, discuss, effect, evaluate forces, growth, identify, investigat observe, physicist, physics, predict research, scientist, seasons, sort, surface, table, test, temperature, theory, time, working scientifically

RELATED EXPECTATIONS	UNIT RELATED EXPECTATIONS				
g different types of scientific	LIVING THINGS AND THEIR HABITATS				
, comparative and fair tests. ervations and, where appropriate, ing standard units, using a range eters and data loggers. sent data in a variety of ways to	10. Recognise that living things can be grouped in a variety of ways. 11. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. 12. Recognise that environments can change and that this can sometimes pose dangers to living things.				
	ANIMALS INCLUDING HUMANS				
	<ul> <li>13.Describe the simple functions of the basic parts of the digestive system in humans.</li> <li>14.Identify the different types of teeth in humans and their simple functions.</li> <li>15.Construct and interpret a variety of food chains, identifying producers, predators and prey.</li> </ul>				
ific language, drawings, labelled s.	STATES OF MATTER				
ncluding oral and written ex- of results and conclusions.	<ul> <li>16.Compare and group materials together, according to whether they are solids, liquids or gases.</li> <li>17.Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happened to the solid of the soli</li></ul>				
sions, make predictions for new sk further questions.	pens in degrees Celsius (°C). 18. <b>Identify</b> the part played by evaporation and condensation in the water cycle and <b>associate</b> the rate of evaporation with temperature				
changes related to simple sci-	SOUND				
nswer questions or to support	<ul> <li>19.Identify how sounds are made, associating some of them with something vibrating.</li> <li>20.Recognise that vibrations from sounds travel through a medium to the ear.</li> <li>21.Find patterns between the pitch of a sound and features of the object that produced it.</li> </ul>				
<u>CABULARY</u>	22. Find patterns between volume of a sound and the strength of the vibrations that produced it. 23. Recognise that sounds get fainter as the distance from the sound source increases.				
<b>naracteristics,</b> chart, <b>chemist,</b> usion, <b>contrast, criteria,</b> data,	ELECTRICITY				
widence, experiment, fair test, materials, measure, move, pull, push, question, record, face, table, test, temperature,	<ul> <li>24.Identify common appliances that run on electricity.</li> <li>25.Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.</li> <li>26.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.</li> </ul>				
iace, lable, lest, lemperature,	battery.				

27. Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit. 28.Recognise some common conductors and insulators, and associate metals with being good conductors.