

Whitefield Primary School - Long Term Curriculum Overview - Year 6

**Science**

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 6 LC	Have we always looked like this?	How can you light up your life?	Could you be the next Nintendo apprentice?	Could Spiderman really exist?		
Science area			Electricity	Living things and habitats	Evolution and inheritance	
NC links	<p><u>Working scientifically</u></p> <ul style="list-style-type: none"> <li>planning different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary</li> <li>taking measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate</li> <li>recording data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs</li> <li>using test results to make predictions to set up further comparative and fair tests</li> <li>reporting and presenting findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations</li> <li>Identifying scientific evidence that has been used to support or refute ideas or arguments.</li> </ul>					
	<p>Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago</p> <p>Understand that natural selection is the process by which</p>		<p>associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit</p> <p>compare and give reasons for variations in how components</p>	<p>describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals</p>	<p>Charles Darwin</p> <ul style="list-style-type: none"> <li>Animals adapted to living in their surroundings</li> <li>Human skeleton/life style</li> </ul> <p>How is the human style suited to our lifestyle</p> <p>Genetics- Who do I look like?</p> <p>Could I have evolved from apes?</p>	

Commented [1]: Evolution and Inheritance

<p>favourable characteristics become more common in a population over time.</p> <p><b>Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents</b></p> <p>Know that new characteristics can be introduced to a species as a result of mutations</p> <p><b>Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution</b></p> <p>Understand that species adapt to their environment over time</p>		<p>function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches</p> <p>use recognised symbols when representing a simple circuit in a diagram.</p> <p><u>Circuit</u> ( switch, buzzer and motor)</p> <ul style="list-style-type: none"> <li>• Product with a sequence</li> <li>• Cells and volts- ( Lighthouses )</li> <li>• Design a board game/ lighthouse with an electric circuit.</li> <li>• Use recognised</li> </ul>	<p>give reasons for classifying plants and animals based on specific characteristics.</p> <p>Classify animals/plants</p> <ul style="list-style-type: none"> <li>• Endangered animals and plants</li> <li>• Micro-organisms</li> <li>• Give reasons for classifying plants and animals based on specific characteristics</li> </ul>	<p>What do fossils tell us about how things have changed- Liverpool Museum</p>
--	--	---	--	--

			symbols when representin g a circuit in a diagram		
--	--	--	---	--	--

