

# Year 1 Science Knowledge Organiser

## Biology - Seasonal Changes

Key Vocabulary	
<b>seasons</b>	There are four <b>seasons</b> each year, <b>autumn</b> , <b>winter</b> , spring and summer.
<b>autumn</b>	In <b>autumn</b> , the <b>weather</b> begins to get colder. The leaves start to fall from the trees. The amount of <b>daylight</b> becomes less. This means the daytimes are shorter and the night times are longer.
<b>winter</b>	In <b>winter</b> , the <b>weather</b> is much colder. Sometimes it is cold enough to freeze, leaving frost and ice on the ground. It sometimes snows. Many trees have bare branches as all their leaves have fallen off. The daytimes are the shortest in the year and the night times are the longest.
<b>weather</b>	The <b>weather</b> includes the temperature outside, the wind direction and strength, as well as rain, cloud, snow and sun.
<b>daylight</b>	<b>Daylight</b> is when it is light outside. The amount of <b>daylight</b> changes with each <b>season</b> .



The Four Seasons

<b>autumn</b> September October November	<b>winter</b> December January February
<b>spring</b> March April May	<b>summer</b> June July August

### What should I already know?

- There are times when it is hot outside and there are times when it is cold outside.
- The months of the year.

### What should I already know?

- There are times when it is hot outside and there are times when it is cold outside.
- The months of the year.
- What happens in **autumn** and **winter** (key events, what people do, what people wear)
- What the **weather** is like in **autumn** and **winter**.
- In **autumn** and **winter**, the days become shorter, and the nights become longer.

### Daylight hours each month:

Month	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	June	July	Aug
Hours of <b>Daylight</b>	13	11	9	8	8	10	12	14	15	16	16	14

## Key Vocabulary

<b>seasons</b>	There are four <b>seasons</b> each year, autumn, winter, <b>spring</b> and <b>summer</b> .
<b>spring</b>	In <b>spring</b> , the <b>weather</b> starts to get warmer. The leaves begin to grow on the trees and some trees may blossom (have flowers). Plants begin to grow and you may see baby animals like lambs around. The daytimes start to get longer.
<b>summer</b>	In <b>summer</b> , the <b>weather</b> gets hotter. The daytime is long and the nights are short. <b>Summer</b> has the longest days. The trees are full of leaves and there are lots of flowers, bees, butterflies and other insects.
<b>weather</b>	The <b>weather</b> includes the temperature outside, the wind direction and strength, as well as rain, cloud, snow and sun.
<b>daylight</b>	<b>Daylight</b> is when it is light outside. The amount of <b>daylight</b> changes with each <b>season</b> .

spring



summer



## The Four Seasons

**autumn**  
September  
October  
November

**winter**  
December  
January  
February

**spring**  
March  
April  
May

**summer**  
June  
July  
August

**Daylight** hours each month:

Month	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	June	July	Aug
Hours of <b>Daylight</b>	13	11	9	8	8	10	12	14	15	16	16	14





# Year 2 Science Knowledge Organiser

## Biology - Living Things and Their Habitats



### What should I already know?

- Which things are living, dead and things which have never been alive.
- The names of some common plants and types of trees..
- Some animals are suitable to be kept as pets but others are not.
- All animals need water, air and food to survive
- Animals can be grouped into vertebrates and invertebrates
- Animals can be grouped into carnivores, herbivores and omnivores
- Animals, including humans, have offspring which grow into adults.
- Different vegetation belts and biomes around the world.

Key Vocabulary	
<b>life processes</b>	These are the things that all <b>living</b> things do. They move, breathe, sense, grow, make babies, get rid of waste and get their energy from food.
<b>living</b>	Things that are <b>living</b> have all the <b>life processes</b> .
<b>dead</b>	Things that are <b>dead</b> were once <b>living</b> . They did have all the <b>life processes</b> but don't now.
<b>never living</b>	Things made out of metal, plastic or rock were <b>never living</b> . They never had the <b>life processes</b> .
<b>food chain</b>	A <b>food chain</b> shows how each animal gets its food. <b>Food chains</b> are one of the ways that <b>living</b> things <b>depend</b> on each other to stay alive.
<b>food sources</b>	This is the place a <b>living</b> thing's food comes from.

### Key Knowledge



**Food chains.** The arrows mean 'is eaten by'.



## Key Vocabulary

<b>habitat</b>	A <b>habitat</b> is the natural place something lives. A <b>habitat</b> provides <b>living</b> things with everything they need to <b>survive</b> such as food, shelter and water.
<b>microhabitat</b>	A <b>microhabitat</b> is a very small <b>habitat</b> in places like under a rock, under leaves or on a branch. Minibeasts live in <b>microhabitats</b> . The <b>microhabitats</b> have everything they need to <b>survive</b> .
<b>depend</b>	Many <b>living</b> things in a <b>habitat</b> <b>depend</b> on each other. This means they need each other for different things.
<b>survive</b>	This means to stay alive.

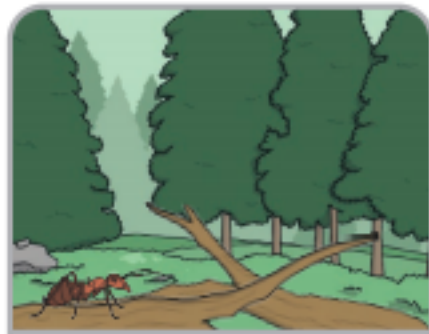
### Examples of **microhabitats**:



short grass



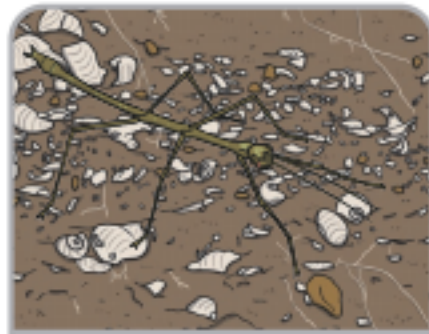
flowers



inside rotting wood



under leaves



in and on soil

## Key Knowledge

### Examples of **habitats**:



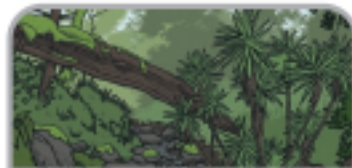
woodland



urban



coastal



rainforest



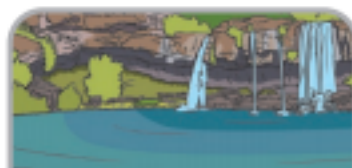
arctic



desert



ocean



river



mountain



# Year 3 Science Knowledge Organiser

## Physics - Light

### What should I already know?

- Certain things produce light, usually by burning (e.g. the Sun) or electricity (e.g. street lights)
- Shiny materials do not make light but do reflect it.
- Shadows are caused when certain materials block light.

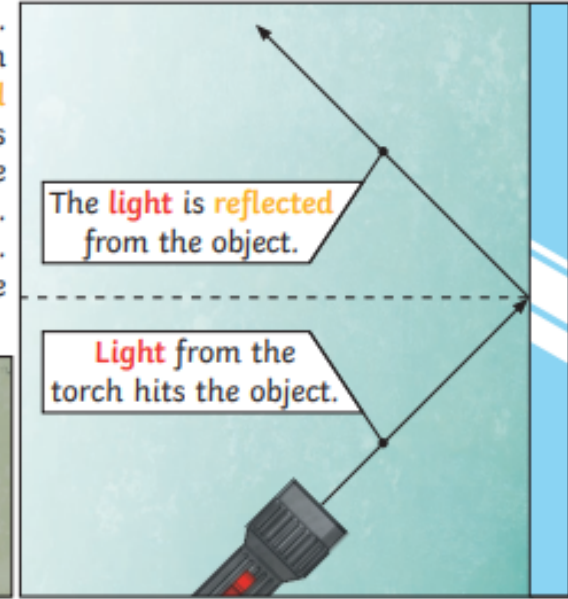
Key Vocabulary	
<b>light</b>	A form of energy that travels in a wave from a source.
<b>light source</b>	An object that makes its own light.
<b>dark</b>	Dark is the absence of light.
<b>reflection</b>	The process where light hits the surface of an object and bounces back into our eyes.
<b>reflect</b>	To bounce off.
<b>reflective</b>	A word to describe something which reflects light well.
<b>ray</b>	Waves of light are called light rays. They can also be called beams.

Mirrors reflect light very well, so they create a clear image. An image in a mirror appears to be reversed. For example, if you look in a mirror and raise your right hand, the mirror image appears to raise its left hand.

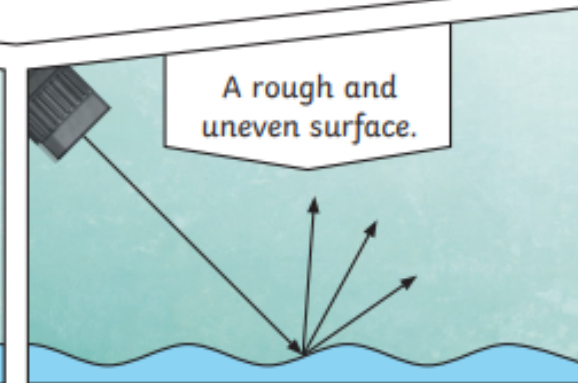
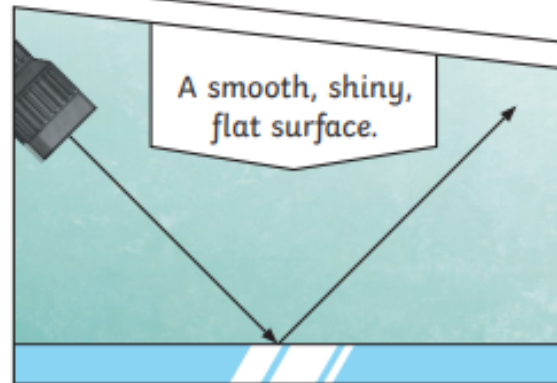


### Key Knowledge

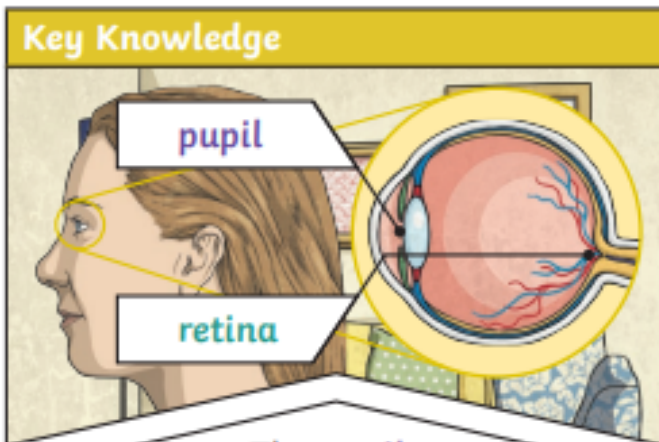
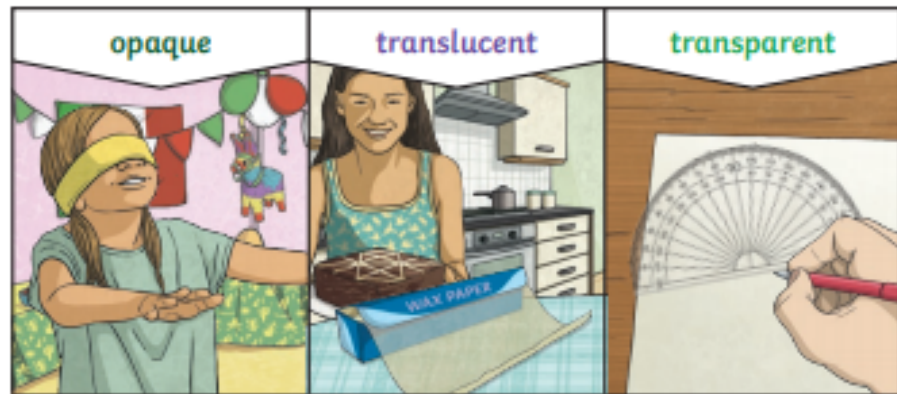
We need light to be able to see things. Light travels in a straight line. When light hits an object, it is reflected (bounces off). If the reflected light hits our eyes, we can see the object. Some surfaces and materials reflect light well. Other materials do not reflect light well. Reflective surfaces and materials can be very useful...



The surfaces that reflect light best are smooth, shiny and flat.

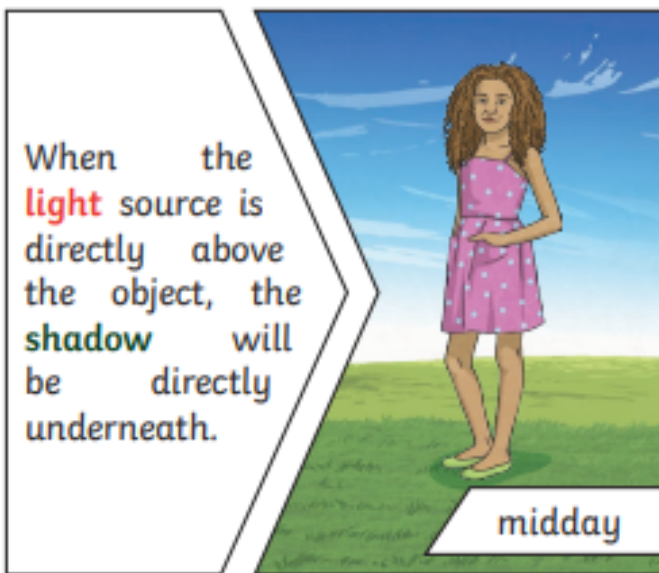


Key Vocabulary	
<b>pupil</b>	The black part of the eye which lets <b>light</b> in.
<b>retina</b>	A layer at the very back of the eye. The <b>retina</b> takes the <b>light</b> the eye receives. It then changes it into nerve signals to send to the brain.
<b>shadow</b>	An area of darkness where <b>light</b> has been blocked.
<b>opaque</b>	Describes objects that do not let any <b>light</b> pass through them.
<b>translucent</b>	Describes objects that let some <b>light</b> through, but scatter the <b>light</b> so we can't see through them properly.
<b>transparent</b>	Describes objects that let <b>light</b> travel through them easily, meaning that you can see through the object.

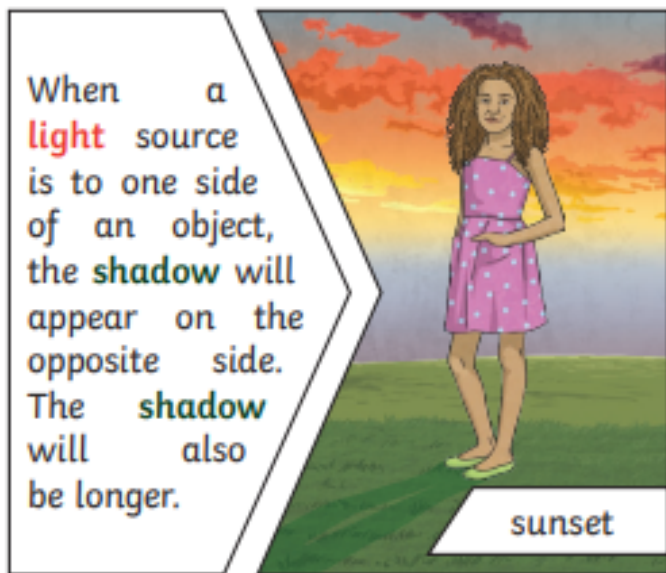


**The pupils** control the amount of **light** entering the eyes. If too much **light** enters, then it can damage the **retina**. To help protect the eyes, you can wear a hat with a wide brim and sunglasses with a UV rating.

A **shadow** is caused when **light** is blocked by an **opaque** object. A **shadow** is larger when an object is closer to the **light** source. This is because it blocks more of the **light**.



When the **light** source is directly above the object, the **shadow** will be directly underneath.



When a **light** source is to one side of an object, the **shadow** will appear on the opposite side. The **shadow** will also be longer.



# Year 4 Science Knowledge Organiser

## Physics - Sound

### What should I already know?

- Hearing is one of my five senses.
- Sounds can be combined using musical instruments.
- What the word **vibration** means.

Key Vocabulary	
<b>vibration</b>	A movement backwards and forwards.
<b>sound wave</b>	<b>Vibrations</b> travelling from a sound source.
<b>volume</b>	The loudness of a sound.
<b>amplitude</b>	The size of a <b>vibration</b> . A larger <b>amplitude</b> = a louder sound.
<b>pitch</b>	How low or high a sound is.

**Key Knowledge**  
 Sound is a type of energy. Sounds are created by **vibrations**. The louder the sound, the bigger the **vibration**.

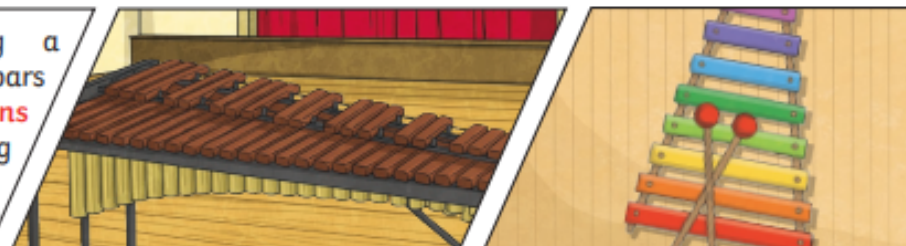


The size of the **vibration** is called the **amplitude**. Louder sounds have a larger **amplitude**, and quieter sounds have a smaller **amplitude**.

**Pitch** is a measure of how high or low a sound is. A whistle being blown creates a **high-pitched** sound. A rumble of thunder is an example of a **low-pitched** sound.

You can change the **pitch** of a sound in different ways depending on the type of instrument you are playing.

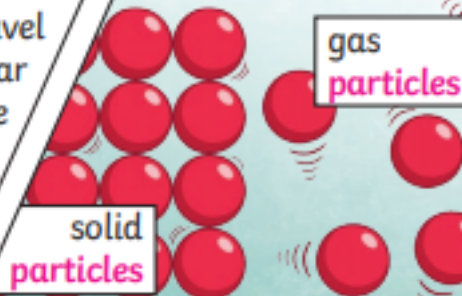
For example, if you are playing a xylophone, striking the smaller bars with the beater causes faster **vibrations** and so a higher **pitched** note. Striking the larger bars causes slower **vibrations** and produces a lower note.



## Key Vocabulary

<b>ear</b>	An organ used for hearing.
<b>particles</b>	Solids, liquids and gases are made of <b>particles</b> . They are so small we are unable to see them.
<b>distance</b>	A measurement of length between two points.
<b>soundproof</b>	To prevent sound from passing.
<b>absorb sound</b>	To take in sound energy. Absorbent materials have the effect of muffling sound.
<b>vacuum</b>	A space where there is nothing. There are no <b>particles</b> in a vacuum.
<b>eardrum</b>	A part of the <b>ear</b> which is a thin, tough layer of tissue that is stretched out like a drum skin. It separates the outer <b>ear</b> from the middle and inner <b>ear</b> . <b>Sound waves</b> make the <b>eardrum vibrate</b> .

Sound energy can travel from **particle to particle** far easier in a solid because the **vibrating particles** are closer together than in other states of matter.



## Key Knowledge

Sound can travel through solids, liquids and gases. Sound travels as a **wave**, **vibrating** the **particles** in the medium it is travelling in. Sound cannot travel through a vacuum.

When you hit the drum, the drum skin **vibrates**. This makes the air **particles** closest to the drum start to **vibrate** as well.



The **vibrations** then pass to the next air **particle**, then the next, then the next. This carries on until the air **particles** closest to your ear **vibrate**, passing the **vibrations** into your **ear**.



Inside your **ear**, the **vibrations** hit the **eardrum** and are then passed to the middle and then the inner **ear**. They are then changed into electrical signals and sent to your brain. Your brain tells you that you are hearing a sound.



If you throw a stone in a pond, it will produce ripples. As the ripples spread out across the pond, they become smaller. When sound **vibrations** spread out over a **distance**, the sound becomes quieter, just like ripples in a pond.







# Year 4 Science Knowledge Organiser

## Physics - Electricity



What should I already know?
<ul style="list-style-type: none"> <li>• <b>Electricity</b> is a form of <b>energy</b> that can be carried by wires and is used for heating and lighting, and to provide <b>power</b> for <b>devices</b>.</li> <li>• <b>Sources</b> of light and sound may need <b>electricity</b> to work.</li> </ul>

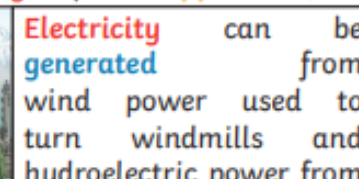
Key Vocabulary	
<b>electricity</b>	The flow of an electric current or charge through a material, e.g. from a power source through wires to an <b>appliance</b> .
<b>generate</b>	To make or produce.
<b>renewable</b>	A source of <b>electricity</b> that will not run out. These include solar, nuclear, geothermal, hydro and wind.
<b>non-renewable</b>	This source of energy will eventually run out and so will no longer be able to be used to make <b>electricity</b> . These include fossil fuels - coal, oil and natural gas.
<b>appliances</b>	A piece of equipment or device designed to perform a particular job, such as a washing machine or mobile phone.
<b>battery</b>	A device that stores electrical energy as a chemical.

### Key Knowledge

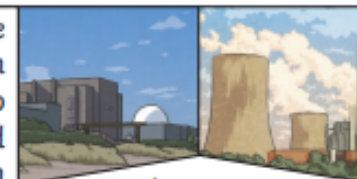
Lightning and static **electricity** are examples of **electricity** occurring naturally but for us to use **electricity** to power **appliances**, we need to make it.



Coal, oil and natural gases are fossil fuels which, when burnt, produce heat which can be used to **generate electricity**.



**Electricity** can be **generated** from wind power used to turn windmills and hydroelectric power from water used in dams. The Sun's rays can be converted into **electricity** by solar panels.



Nuclear energy is created when atoms are split. This creates heat which can be used to **generate electricity**. Geothermal energy is heat from the Earth that is converted into **electricity**.



Many everyday **appliances** rely on **electricity** for them to work. Some **appliances** need to be plugged into a socket (mains **electricity**) and others have a **battery** to make them work.



## Key Vocabulary

### circuit

A pathway that **electricity** can flow around. It includes wires and a power supply and may include bulbs, switches or buzzers.

### electrons

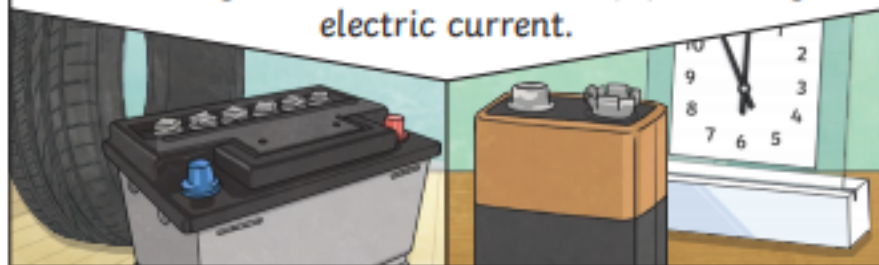
Small particles with an electric charge.

There are two types of electric current.

**Mains electricity:** power stations send an electric charge through wires to transformers and pylons. Then, underground wires carry the electricity into our homes via wires in the walls and out through plug sockets.



**Battery electricity:** **batteries** store chemicals which produce an electric current. Eventually, even rechargeable **batteries** will stop producing an electric current.



## Key Knowledge



**Electricity** can only flow around a complete **circuit** that has no gaps. There must be wires connected to both the positive and negative end of the power supply/**battery**.

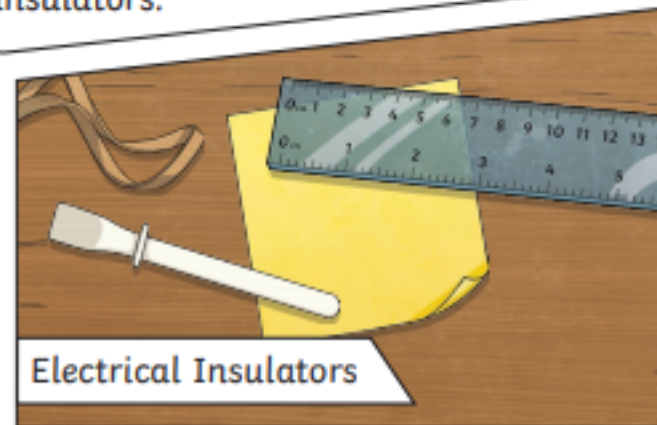
Switches can be used to open or close the **circuit**. When off, a switch 'breaks' the **circuit** to stop the flow of **electrons**. When the switch is on, the **circuit** is complete and the **electrons** are able to flow around the **circuit**.



A conductor of **electricity** is a material that is made up of free **electrons** which can be made to move in one direction, creating an electric current. Metals are good conductors. Electrical insulators have no free **electrons** and so no electric current can be made. Wood, plastic and glass are good insulators.



Electrical Conductors



Electrical Insulators



# Year 5 Science Knowledge Organiser

## Physics - Earth and Space

### What should I already know?

- We have four seasons (autumn, winter, spring and summer).
- The Sun is a source of light but the Moon is not.
- Know that a **shadow** is caused when an object blocks light from passing through it.
- To know the history of space travel.
- The properties of a sphere.

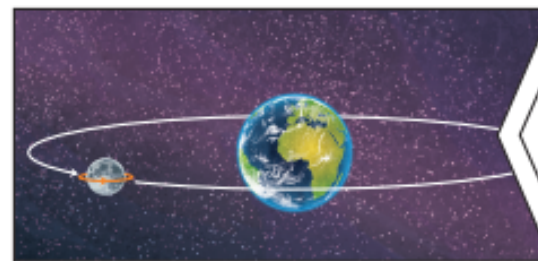
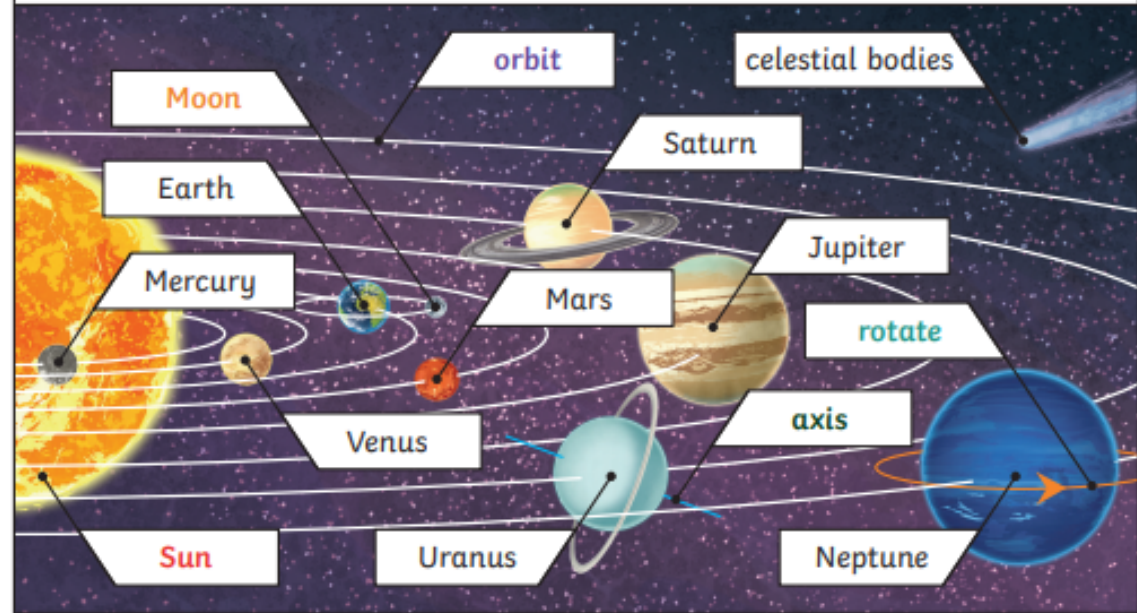
Key Vocabulary	
<b>Sun</b>	A huge star that Earth and the other <b>planets</b> in our solar system <b>orbit</b> around.
<b>star</b>	A giant ball of gas held together by its own gravity.
<b>moon</b>	A natural <b>satellite</b> which <b>orbits</b> Earth or other <b>planets</b> .
<b>planet</b>	A large object, round or nearly round, that <b>orbits</b> a <b>star</b> .
<b>sphere</b>	A round 3D shape in the shape of a ball.
<b>spherical bodies</b>	Astronomical objects shapes like <b>spheres</b> .
<b>satellite</b>	Any object or body in space that <b>orbits</b> something else, for example: the <b>Moon</b> is a <b>satellite</b> of Earth.

Pluto used to be considered a **planet** but was reclassified as a dwarf **planet** in 2006.



Key Knowledge
Mercury, Venus, Earth and Mars are rocky <b>planets</b> . They are mostly made up of metal and rock. Jupiter, Saturn, Uranus and Neptune are mostly made up of gases (helium and hydrogen) although they do have cores made up of rock and metal.

### Our Solar System (not to scale)



The **Moon** **orbits** Earth in an oval-shaped path while spinning on its **axis**. At various times in a month, the **Moon** appears to be different shapes. This is because as the **Moon** **rotates** round Earth, the **Sun** lights up different parts of it.



## Key Vocabulary

<b>orbit</b>	To move in a regular, repeating curved path around another object.
<b>rotate</b>	To spin. E.g. Earth <b>rotates</b> on its own <b>axis</b> .
<b>axis</b>	An imaginary line that a body <b>rotates</b> around. E.g. Earth's <b>axis</b> (imaginary line) runs from the North Pole to the South Pole.
<b>geocentric model</b>	A belief people used to have that other <b>planets</b> and the <b>Sun</b> orbited around Earth.
<b>heliocentric model</b>	The structure of the Solar System where the <b>planets</b> orbit around the <b>Sun</b> .
<b>astronomer</b>	Someone who studies or is an expert in astronomy (space science).

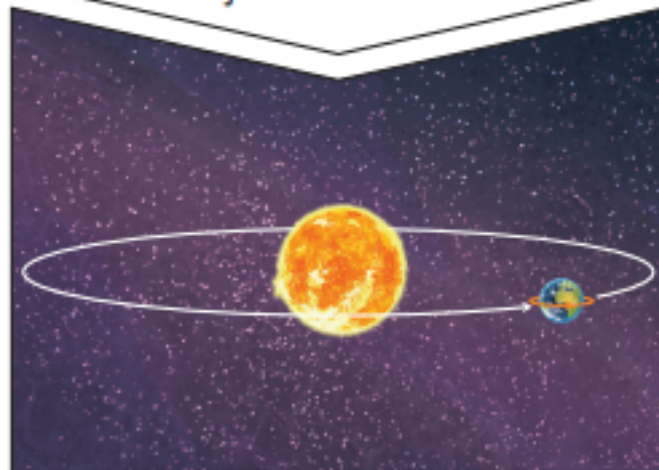
## Key Knowledge



It appears to us that the **Sun** moves across the sky during the day but the **Sun** does not move at all. It seems to us that the **Sun** moves because of the movements of Earth.

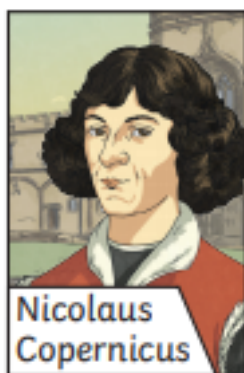
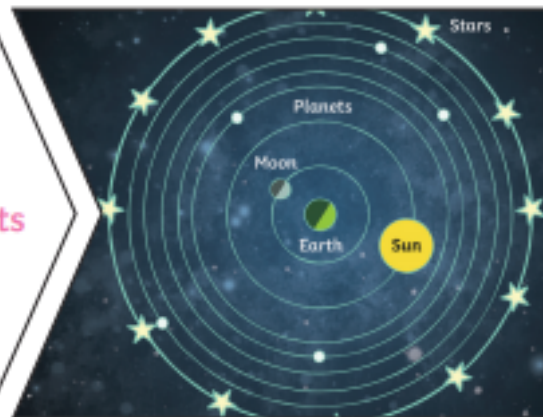


Earth **rotates** (spins) on its **axis**. It does a full **rotation** once in every 24 hours. At the same time that Earth is **rotating**, it is also **orbiting** (revolving) around the **Sun**. It takes a little more than 365 days to **orbit** the **Sun**. Daytime occurs when the side of Earth is facing towards the **Sun**. Night occurs when the side of Earth is facing away from the **Sun**.



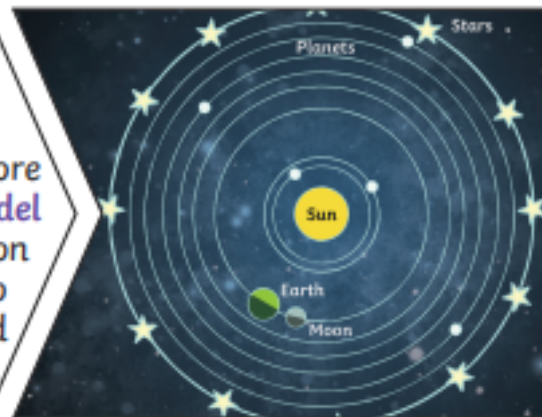
### Geocentric model

Years ago people believed that **planets** moved around the Earth.



Nicolaus Copernicus

The work and ideas of many **astronomers** (such as Copernicus and Kepler) combined over many years before the idea of the **heliocentric model** was developed. Galileo's work on gravity allowed **astronomers** to understand how **planets** stayed in **orbit**.

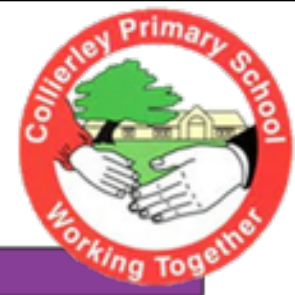






# Year 6 Science Knowledge Organiser

## Physics - Light



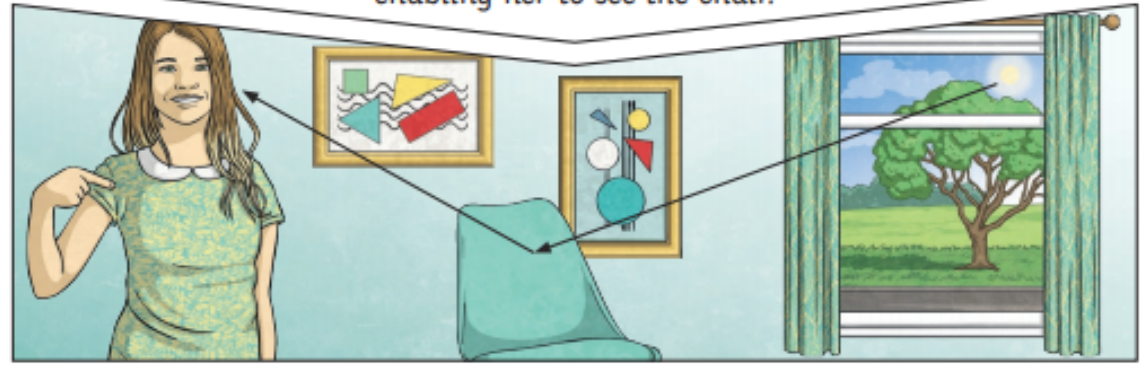
### What should I already know?

- Certain things produce **light**, usually by burning (e.g. the Sun) or **electricity** (e.g. street lights)
- Shiny materials do not make **light** but do reflect it.
- **Shadows** are caused when certain materials block **light**.
- **Light** travels in straight lines. When **light** is blocked by an **opaque** object, a **dark shadow** is formed.
- The further away the **light source** is, the smaller the **shadow** is. The closer the **source** of the light, the bigger the shadow.

Key Vocabulary	
<b>light</b>	A form of energy that travels in a wave from a source.
<b>light source</b>	An object that makes its own <b>light</b> .
<b>reflection</b>	<b>Reflection</b> is when <b>light</b> bounces off a surface, changing the direction of a ray of <b>light</b> .
<b>incident ray</b>	A ray of <b>light</b> that hits a surface.
<b>reflected ray</b>	A ray of <b>light</b> that has bounced back after hitting a surface.
<b>the law of reflection</b>	The law states that the angle of the <b>incident ray</b> is equal to the angle of the <b>reflected ray</b> .

**Key Knowledge**  
 We need **light** to be able to see things. **Light** waves travel out from sources of **light** in straight lines. These lines are often called rays or beams of **light**.

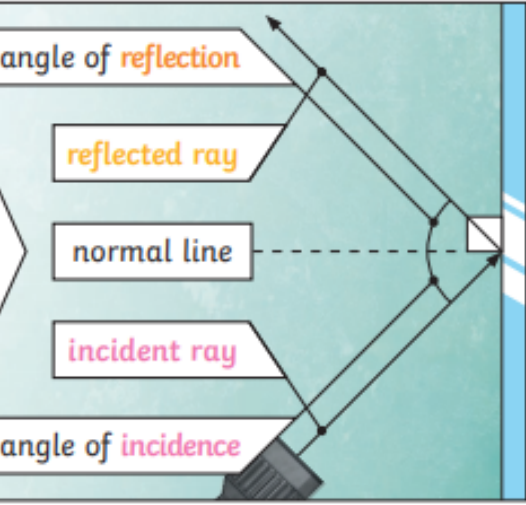
**Light** from the sun travels in a straight line and hits the chair. The **light** ray is then **reflected** off the chair and travels in a straight line to the girl's eye, enabling her to see the chair.



**The law of reflection** states that the angle of **incidence** is equal to the angle of **reflection**. Whenever **light** is **reflected** from a surface, it obeys this law.

The angle of **reflection** is the angle between the normal line and the **reflected ray** **light**.

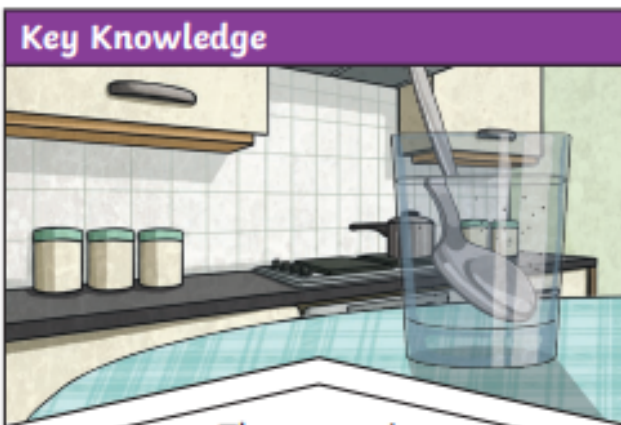
The angle of **incidence** is the angle between the normal line and the **incident ray** of **light**.



**Light** travels as a wave. But unlike waves of water or sound waves, it does not need a medium to travel through. This means **light** can travel through a vacuum - a completely airless space.

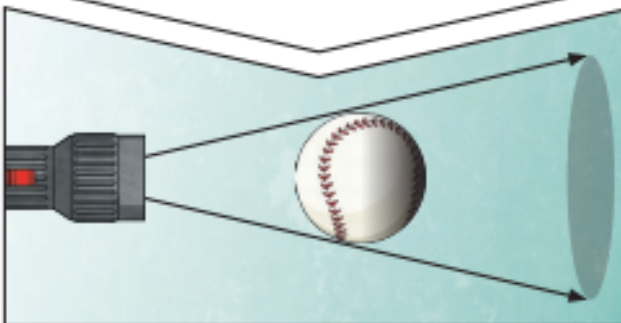
The illustration shows a black wave on a yellow and orange background. To the right is a globe of the Earth in space.

Key Vocabulary	
<b>refraction</b>	This is when <b>light</b> bends as it passes from one medium to another. E.g. <b>Light</b> bends when it moves from air into water.
<b>visible spectrum</b>	<b>Light</b> that is visible to the human eye. It is made up of a colour <b>spectrum</b> .
<b>prism</b>	A <b>prism</b> is a solid 3D shape with flat sides. The two ends are an equal shape and size. A <b>transparent prism</b> separates out visible <b>light</b> into all the colours of the <b>spectrum</b> .
<b>shadow</b>	An area of darkness where <b>light</b> has been blocked.
<b>transparent</b>	Describes objects that let <b>light</b> travel through them easily, meaning you can see through the object.
<b>translucent</b>	Describes objects that things let some <b>light</b> through, but scatters the <b>light</b> so we can't see through them properly.
<b>opaque</b>	Describes objects that do not let any <b>light</b> pass through them.

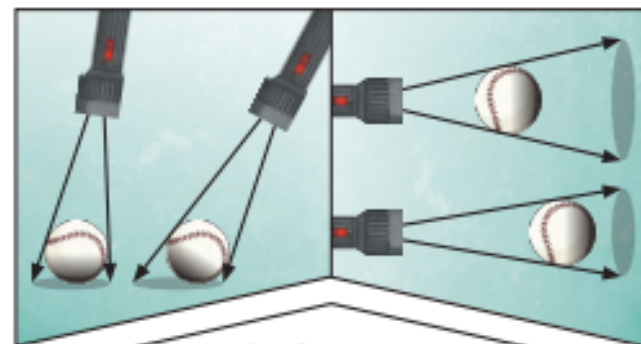


The spoon in this water looks as if it is bent. This is because **light** bends when it moves from air to water. When **light** bends in this way, it is called **refraction**.

A **shadow** is always the same shape as the object that casts it. This is because when an **opaque** object is in the path of **light** travelling from a **light source**, it will block the **light** rays that hit it, while the rest of the **light** can continue travelling.



Isaac Newton shone a **light** through a transparent **prism**, separating out **light** into the colours of the rainbow (red, orange, yellow, green, blue, indigo and violet) - the colours of the **spectrum**. All the colours together merge and make visible **light**.



**Shadows** can also be elongated or shortened depending on the angle of the **light source**. A **shadow** is also larger when the object is closer to the **light source**. This is because it blocks more of the **light**.





# Year 6 Science Knowledge Organiser

## Physics - Electricity



### What should I already know?

- Electricity is a form of energy that can be carried by wires and is used for heating and lighting, and to provide power for devices.
- Sources of light and sound may need electricity to work.
- Where electricity comes from
- Which appliances need electricity
- What a circuit is, the components of a circuit and how it works.
- What electrical conductors and insulators are.
- What happens when a switch is added to a circuit.
- What forces and resistance are.

Key Vocabulary	
<b>circuit</b>	A path that an electrical <b>current</b> can flow around.
<b>symbol</b>	A visual picture that stands for something else.
<b>cell/battery</b>	A device that stores energy as a chemical until it is needed. A <b>cell</b> is a single unit. A <b>battery</b> is a collection of <b>cells</b> .
<b>current</b>	The flow of <b>electrons</b> , measured in <b>amps</b> .
<b>amps</b>	How electric <b>current</b> is measured.
<b>voltage</b>	The force that makes the electric <b>current</b> move through the wires. The greater the <b>voltage</b> , the more <b>current</b> will flow.
<b>resistance</b>	The difficulty that the electric <b>current</b> has when flowing around a <b>circuit</b> .
<b>electrons</b>	Very small particles that travel around an electrical <b>circuit</b> .

### Key Knowledge

#### Components of a Circuit and Their Symbols

The diagram illustrates the symbols for various electrical components used in circuit diagrams. Each component is shown with its standard symbol and a label:

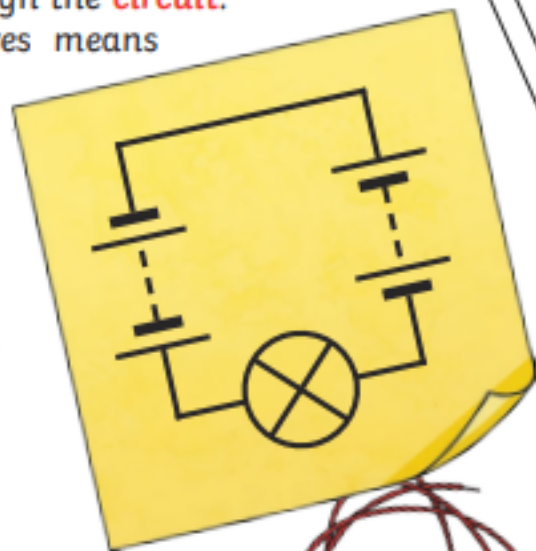
- lamp/bulb (indicator)**: A circle with an 'X' inside.
- lamp/bulb (lighting)**: A circle with a semi-circle inside.
- wire**: A simple horizontal line.
- motor**: A circle with an 'M' inside.
- buzzer**: A semi-circle with two short lines extending from its base.
- cell**: A long vertical line next to a shorter, thicker vertical line.
- battery**: A series of alternating long and short vertical lines.
- switch (open)**: Two small circles connected by a diagonal line that is not touching.
- switch (closed)**: Two small circles connected by a diagonal line that is touching both circles.

These **symbols** can be used to create electrical **circuit** diagrams.

## Key Knowledge

What will make a bulb brighter or a buzzer louder?

- More **batteries** or a higher **voltage** create more power to flow through the **circuit**.
- Shortening the wires means the **electrons** have less **resistance** to flow through.



What will make a bulb dimmer or a buzzer quieter?

- Fewer **batteries** or a lower **voltage** give less power to the **circuit**.
- More buzzers or bulbs mean the power is shared by more components.
- Lengthening the wires means the **electrons** have to travel through more **resistance**.

### Series Circuit

A **circuit** that has only one route for the **current** to take. If more bulbs or buzzers are added, the power has to be shared and so they will be dimmer or quieter. If just one part of this series **circuit** breaks, the **circuit** is broken and the flow of **current** stops.

