

Curriculum Links

QCA guidelines for Science (life processes) and ideas for links across the curriculum

Year 1

Growing Plants

- Grow fruit from fruit pips
 - Sow and grow vegetables from seed.
 - Natural postcards -use seeds, leaves and twigs to create a picture of a favourite location.
 - Guess the smell - used chopped up vegetables, sniff and see if you recognise their smell.
 - Use fairy tales as a way of introducing this topic. Like Jack and the beanstalk, The enormous turnip, Cinderella. Link to DT or English.
 - Make a bean plant from recycled materials and put the story of Jack and the Beanstalk on the leaves.
OR - design a pumpkin carriage for Cinderella
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Year 2

Variation

- Sorting seeds based on shape, size, colour
 - Sort different vegetables on the basis of their properties.
 - Grow the tallest sunflower competition
 - Use a collection of plants to compare sizes, number of leaves, length of root etc.
 - Keep a diary about a special flower or a special tree.
 - Use feely bags with vegetables inside. Guess what they are.
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Year 2

Plants and animals in the local environment

- Children plant different vegetable seeds at the end of Year 2 to keep over the summer and bring back into school in September for "Helping plants grow well"
 - Observe, measure and record the wildlife in an area or the frequency it visits.
 - Collecting seeds
 - Collect materials from around the school grounds and make an identity card for that area.
 - Draw a map of the grounds, mark on natural things that are found.
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Year 2

Health & Growth

- Play pairs with pictures of vegetables cut in half
- Make information leaflets about vegetables focusing on why we need them in our.



Year 3

Helping plants grow well

- Make a collection of weird and wonderful vegetables
 - Use a range of plants to identify which part is eaten
 - Dissect different fruits and vegetables to show the seeds
 - Play "guess the fruit"
 - Play 20 questions "What am I" - fruit or vegetable. Decide on definition for what is a fruit and vegetable beforehand.
 - Play 'Ready Steady Cook' using vegetables from square foot garden
 - Grow vegetables in containers
 - Design a vegetable
 - Make a vegetable passport
 - Make model of plants/vegetables - focusing on the structure and what is eaten
 - Use a key to identify different vegetables
 - Make information booklets about different vegetables
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Year 4

Habitats

- Build a log pile and investigate what creatures live there.
 - Investigate food chains - observe who is eating who? in your garden.
 - Look for different tracks left by creatures - what do you learn about the creature?
 - Design and make a creature home for insects. Will all insects want to live in the same place?
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Year 5

Life Cycles

- Design a seed
 - Use seed dispersal key/make seed dispersal keys
 - Berry hide and seek
 - What are insects' favourite colour?
 - Investigations based on seed dispersal
 - Film the germination of a seed using the time lapse on a digital camera
 - Write a postcard from a seed giving clues about how it got to its destination (bringing in dispersal)
 - Make models of flowers focusing on structure
 - Use models to demonstrate pollination
 - Use role play to demonstrate pollination
 - Children make board games based on the journey of a seed and it growing into a plant
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Year 5

Interdependence and adaptation

- Design a plant
- Use seeds to reinforce understanding of keys
- Make models of different types of seeds to reinforce adaptation

