

Curricular Links in Science

SUBJECT	EXAMPLE
Reading	<ul style="list-style-type: none"> • Quality non-fiction texts use to research • Reading of research collected when researching using secondary sources • Texts and extracts used in fluency sessions
Writing	<ul style="list-style-type: none"> • Fact file on animals/key scientists • Writing explanation text based on topics • Writing up science experiments using the formal method • Writing about life cycles of animals
Drama	<ul style="list-style-type: none"> • Acting out pollination • Modelling different states of matter • Hot Seating of scientists
PSHE	<ul style="list-style-type: none"> • Organ donation • Religion and evolution • Habitats and climate change
Maths	<ul style="list-style-type: none"> • Tables • Measuring – using scale • Averages • Graphs – bar graphs and line graphs • Looking for patterns • Venn diagrams
PE	<ul style="list-style-type: none"> • Heart rate experiments • Healthy bodies topic
History	<ul style="list-style-type: none"> • Scientist studies • History of space • Evolution of species • Understanding of theories changing throughout time
Computing	<ul style="list-style-type: none"> • Research skills • Presenting learning using computing • Using Scratch to design a science themes quiz/game
RE	<ul style="list-style-type: none"> • Can science and religion co-exist? • Religious considerations involved in key topics e.g. evolution
Geography	<ul style="list-style-type: none"> • Where did key theories originate? • Darwin and the Galapagos • Understanding where famous scientists are from
Climate Change	<ul style="list-style-type: none"> • Link knowledge from science to understand reasons for climate change • Sustainable source of energy • Great Science Share
Outdoor Learning	<ul style="list-style-type: none"> • Shadow investigations • Friction and cars

	<ul style="list-style-type: none"> • Heart rate investigations • Plants topics – local area • Animals and their habitats – pond and nature area
Art	<ul style="list-style-type: none"> • Design a creature to survive • Colour wheel and spectrum • Using modelling clay/plasticine to create scientific models • Artwork linked to space and seasons
DT	<ul style="list-style-type: none"> • Create a game using electrical circuits • Create a sack for the Jolly postman • Create a pair of headphones • Create a Christmas decoration
Music	<ul style="list-style-type: none"> • Links to pitch, volume and tempo when studying sound • How do different instruments work?
Languages	<ul style="list-style-type: none"> • Look at what languages were spoken by important scientists