



## Grade 2 Science Curriculum Framework Document

### Scientific enquiry

#### Ideas and evidence

1. Collect evidence by making observations when trying to answer a science question.
2. Use first-hand experience, e.g. observe melting ice.
3. Use simple information sources.

#### Plan investigative work

1. Ask questions and suggest ways to answer them.
2. Predict what will happen before deciding what to do.
3. Recognise that a test or comparison may be unfair.

#### Obtain and present evidence

1. Make suggestions for collecting evidence.
2. Talk about risks and how to avoid danger.
3. Make and record observations.
4. Take simple measurements.
5. Use a variety of ways to tell others what happened.

#### Consider evidence and different approaches

1. Make comparisons.
2. Identify simple patterns and associations.
3. Talk about predictions (orally and in text), the outcome and why this happened.
4. Review and explain what happened.

### Biology

#### Living things in their environment

1. Identify similarities and differences between local environments and know about some of the ways in which these affect the animals and plants that are found there.
2. Understand ways to care for the environment. Secondary sources can be used.
3. Observe and talk about their observation of the weather, recording reports of weather data.

### Chemistry

#### Material properties

1. Recognise some types of rocks and the uses of different rocks.
2. Know that some materials occur naturally and others are man-made.

### **Material changes**

1. Know how the shapes of some materials can be changed by squashing, bending, twisting and/or stretching.
2. Explore and describe the way some everyday materials change when they are heated or cooled.
3. Recognise that some materials can dissolve in water.

### **Physics**

#### **Light and dark**

1. Identify different light sources including the sun.
2. Know that darkness is the absence of light.
3. Be able to identify shadows.

#### **Electricity**

1. Recognise the components of simple circuits involving cells (batteries).
2. Know how a switch can be used to break a circuit.

#### **The Earth and beyond**

1. Explore how the sun appears to move during the day and how shadows change.
2. Model how the spin of the Earth leads to day and night, e.g. with different sized balls and a torch.