

## Science Vocabulary Progression

# <u>EYFS</u>

### Animals Including Humans

face, hair, leg, human, knee, animal, arm, fish, elbow, birds, back, head, toes, ear, hands, eye, fingers, mouth, nose, life cycle

Plants

Tree, petals, trunk, fruit, branch, roots, leaves, flowers, seed

## <u>Materials</u>

Material, metal, wood, rock, plastic, hard, glass, soft, paper, fabric, material, smooth, shiny, rough, freeze, melt, change, push, pull,

#### Seasonal Changes

Summer, day, Spring, dark, Autumn, light, Winter, night, Season, Moon, Sun, lighter, darker, shadow,

## Working Scientifically

# Year One

#### Animals Including Humans

Fish, Reptiles, Mammals, Birds, Amphibians (+ examples of each) Herbivore, Omnivore, Carnivore, Leg, Arm, Elbow, Head, Ear, Nose, Back, Wings, Beak

Plants

Deciduous, Evergreen, Tree, Leaves, Flowers (blossom), Petals, Fruit, Roots, Bulb, Seed, Trunk, Branches, Stem, Oak, Holly, Willow, Birch, Chestnut, Conker, Daisy, Buttercup, Rose, Daffodil, fruit <u>Materials</u>

Wood, Plastic, Glass, Paper, Water, Metal, Rock, Hard, Soft, Bendy, Rough, Smooth

#### Seasonal Changes

Summer, Spring, Autumn, Winter, Sun, Day, Moon, Night, Light, Dark

#### Working Scientifically

What...? How ....? Why ...? similar different best and worst change plan look biggest and smallest compare sort and group

## Year Two

#### Animals Including Humans

Survival, Water, Air, Food, Adult, Baby, Offspring, Kitten, Calf, Puppy, Exercise, Hygiene

Living things and their habitats

Living, Dead, Habitat, Energy, Food chain, Predator, Prey, Woodland, Pond, Desert

#### <u>Plants</u>

Seeds, Bulbs, Water, Light, Suitable temperature, Grow, Healthy, Germinate, Decompose

#### **Materials**

Hard, Soft, Stretchy, Stiff, Shiny, Dull, Rough, Smooth, Bendy, Waterproof, Absorbent, Opaque, Transparent Brick, Paper, Fabrics, Squashing, Bending, Twisting, Stretching Elastic, Foil

## Working Scientifically

observe change slowly quickly describe name identify label record measure bigger and smaller pattern notice cycle predict