

Early Years Foundation Stage Areas of Learning

Understanding The World (The Natural World)

Children at the expected level of development will:

- Explore the natural world around them, making observations and drawing pictures of animals and plants;
- Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class;
- Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.

Reception Class Science Links	
Animals	<ul style="list-style-type: none">• Name and describe animals that live in different habitats• Describe different habitats
Humans	<ul style="list-style-type: none">• Describe people who are familiar to them• Learn about how to take care of themselves
Living things and their habitats	<ul style="list-style-type: none">• Explore the plants in the surrounding natural environment• Explore the animals in the surrounding natural environment• Explore plants and animals in a contrasting natural environment
Seasonal changes	<ul style="list-style-type: none">• Play and explore outside in all seasons and in different weather• Observe living things throughout the year
Materials, including changing materials	<ul style="list-style-type: none">• Explore a range of materials, including natural materials• Make objects from different materials, including natural materials• Observe, measure and record how materials change when heated and cooled• Compare how materials change over time and in different conditions
Light	<ul style="list-style-type: none">• Explore shadows• Explore rainbows
Forces	<ul style="list-style-type: none">• Explore how to change how things work• Explore how the wind can move objects• Explore how objects move in water
Sound	<ul style="list-style-type: none">• Listen to sounds outside and identify the source• Make sounds
Earth and space	<ul style="list-style-type: none">• Learn about the Solar System and stars• Learn about space travel