

TOPIC	NATIONAL CURRICULUM	KEY VOCABULARY	POSSIBLE TRIP
USES OF EVERYDAY MATERIALS	Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.	TIER 2 (Academic): Compare, identify, select, property, suitable, unsuitable, record, test, predict, outcome. TIER 3 (Topic Specific): Wood, metal, plastic, glass, brick, rock, paper, cardboard, fabric, opaque, transparent, translucent, reflective, non-reflective, flexible, rigid.	Young V&A (Bethnal Green): Interactive galleries designed to help pupils distinguish between objects and their underlying materials (wood, plastic, metal, fabric, glass) and evaluate physical properties like flexibility and transparency. Science Museum (South Kensington): Interactive exhibits where children conduct simple comparative tests on material properties (hard, soft, rough, smooth, bendy, stiff) and evaluate material suitability for real-world tasks.
PRIOR LEARNING	Y1: Distinguishing between an object and its material, identifying basic materials (wood, plastic, glass, metal, water, rock), and describing simple physical properties (hard/soft, waterproof/absorbent).		

	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6
ENQUIRY QUESTION	What materials are around us and what are their properties?	Which fabric is best for making stage curtains?	Which material makes the most effective mop for Cinderella?	Which fabric would make the best superhero costume for Elastigirl?	Which material is best for a playtime hat?	Which material can we use to build a model aeroplane?
LEARNING OBJECTIVES	To identify and classify a range of everyday materials.	To test materials for opacity and light transparency.	To test materials for absorbency and durability.	To test fabrics for flexibility and strength.	To test materials for waterproofness.	To select and justify suitable materials for a specific design task.
ACTIVITY WORKING SCIENTIFICALLY SKILLS	CLASSIFYING: Sort material samples (wood, metal, plastic, glass, rock, brick, cardboard) using properties (rigid, reflective, opaque).	COMPARATIVE TESTING: Shine light through fabric/paper samples. Sort into opaque, transparent, translucent.	COMPARATIVE TESTING: Dip equal-sized strips of paper, sponge, cotton, and plastic into liquid to see which absorbs water best.	COMPARATIVE TESTING: Stretch and bend different fabrics to evaluate flexibility and durability for movement.	COMPARATIVE TESTING: Drip water onto plastic, paper, wool, and foil to test waterproof protection.	CLASSIFYING & EVALUATING: Select light, rigid materials (cardboard, thin plastic, foil) to design a model plane.

ASSESSMENT	Correctly group samples by physical properties.	Identify opaque materials suitable for blocking light.	State which material absorbs the most water and why.	Rank fabrics by flexibility and strength.	Identify waterproof materials suitable for wet weather.	Justify material choices based on testing data.
END POINT ASSESSMENT	Pupils can identify and name wood, metal, plastic, glass, brick, rock, paper, and cardboard. They can explain why a material's specific properties (e.g., transparent, rigid, reflective, waterproof) make it suitable or unsuitable for a specific purpose.					
HIGHER ORDER QUESTIONS	Why do we use glass for windows but brick for walls?	Why would transparent curtains be useless in a bedroom?	Why wouldn't a plastic bag make a good mop?	Why does Elastigirl need flexible material rather than rigid metal?	What would happen if a raincoat absorbed water instead of repelling it?	Why isn't real rock used to build real aeroplanes?
FURTHER OPTIONAL QUESTIONS/BIG QUESTIONS FOR DISPLAY	Why aren't all clothes made from paper? Could we build a skyscraper out of glass and wood? Which material makes the safest playground equipment?					
INCLUSION & ADAPTATION	Tactile material cards with dual-choice visual properties (e.g., Hard/Soft).	Torch test with pre-cut fabric swatches and clear Light/Dark visual mats.	Pipette testing with visual absorbency rating scale (1-3 drops).	Stretch testing using visual color-coded resistance bands.	Water tray testing with simple Dry/Wet icon cards.	Pre-cut material kits with visual picture guides.
GREATER DEPTH	Multi-property Venn diagram classification (e.g., Rigid AND Reflective).	Measure light transmission through materials using a digital lux meter.	Measure volume of water absorbed in milliliters using a cylinder.	Calculate load weight required to tear or over-stretch fabrics.	Design a multi-layered hat combining insulation and waterproofness.	Evaluate weight vs rigidity ratios when selecting aeroplane materials.