

Planning for assessment

Knowledge matrices Y4

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Year	4	Topic	Living things and their habitats

- Recognise that living things can be grouped in a variety of ways.
- Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.
- Recognise that environments can change and that this can sometimes pose dangers to living things.

Prior learning	Future learning
• Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees. (Y1 - Plants) • Identify and describe the basic structure of a variety of common flowering plants, including trees. (Y1 - Plants) • Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. (Y1 - Animals including humans) • Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets). (Y1 – Animals, including humans) • Identify and name a variety of plants and animals in their habitats, including microhabitats. (Y2 - Living things and their habitats)	• Describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird. (Y5 - Living things and their habitats) • Describe the life process of reproduction in some plants and animals. (Y5 - Living things and their habitats) • Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals. (Y6 - Living things and their habitats) • Give reasons for classifying plants and animals based on specific characteristics. (Y6 - Living things and their habitats)

WHAT PUPILS NEED TO KNOW OR DO TO BE SECURE

Show understanding of a concept using scientific vocabulary correctly

Key learning	Possible evidence
Living things can be grouped (classified) in different ways according to their features. Classification keys can be used to identify and name living things. Living things live in a habitat which provides an environment to which they are suited (Year 2 learning). These environments may change naturally e.g. through flooding, fire, earthquakes etc. Humans also cause the environment to change. This can be in a good way (i.e. positive human impact, such as setting up nature reserves) or in a bad way (i.e. negative human impact, such as littering). These environments also change with the seasons; different living things can be found in a habitat at different times of the year.	• Can name living things living in a range of habitats, giving the key features that helped them to identify them • Can give examples of how an environment may change both naturally and due to human impact

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Key vocabulary	
Classification, classification keys, environment, habitat, human impact, positive, negative, migrate, hibernate	

Common misconceptions

Some children may think:

- the death of one of the parts of a food chain or web has no or limited consequences on the rest of the chain
- there is always plenty of food for wild animals
- animals are only land-living creatures
- animals and plants can adapt to their habitats, however they change
- all changes to habitats are negative.

Apply knowledge in familiar related contexts, including a range of enquiries

Activities	Possible evidence
• Observe plants and animals in different habitats throughout the year. • Compare and contrast the living things observed. • Use classification keys to name unknown living things. • Classify living things found in different habitats based on their features. • Create a simple identification key based on observable features. • Use fieldwork to explore human impact on the local environment e.g. litter, tree planting. • Use secondary sources to find out about how environments may naturally change. • Use secondary sources to find out about human impact, both positive and negative, on environments.	• Can keep a careful record of living things found in different habitats throughout the year (diagrams, tally charts etc.) • Can use classification keys to identify unknown plants and animals • Can present their learning about changes to the environment in different ways e.g. campaign video, persuasive letter

Year	4	Topic	Animals, including humans

- Describe the simple functions of the basic parts of the digestive system in humans.
- Identify the different types of teeth in humans and their simple functions.
- Construct and interpret a variety of food chains, identifying producers, predators and prey.

Prior learning	Future learning
• Identify and name a variety of common animals that are carnivores, herbivores and omnivores. (Y1 - Animals, including humans) • Find out about and describe the basic needs of animals, including humans, for survival (water, food and air). (Y2 - Animals, including humans) • Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene. (Y2 - Animals, including humans) • Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat. (Y3 - Animals, including humans)	• Identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood. (Y6 - Animals, including humans) • Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function. (Y6 - Animals, including humans) • Describe the ways in which nutrients and water are transported within animals, including humans. (Y6 - Animals, including humans)

WHAT PUPILS NEED TO KNOW OR DO TO BE SECURE

Show understanding of a concept using scientific vocabulary correctly

Key learning	Possible evidence
Food enters the body through the mouth. Digestion starts when the teeth start to break the food down. Saliva is added and the tongue rolls the food into a ball. The food is swallowed and passes down the oesophagus to the stomach. Here the food is broken down further by being churned around and other chemicals are added. The food passes into the small intestine. Here nutrients are removed from the food and leave the digestive system to be used elsewhere in the body. The rest of the food then passes into the large intestine. Here the water is removed for use elsewhere in the body. What is left is then stored in the rectum until it leaves the body through the anus when you go to the toilet. Humans have four types of teeth: incisors for cutting; canines for tearing; and molars and premolars for grinding (chewing).	• Can sequence the main parts of the digestive system • Can draw the main parts of the digestive system onto a human outline • Can describe what happens in each part of the digestive system • Can point to the three different types of teeth in their mouth and talk about their shape and what they are used for • Can name producers, predators and prey within a habitat

Living things can be classified as producers, predators and prey according to their place in the food chain.	• Can construct food chains
Key vocabulary	
Digestive system, digestion, mouth, teeth, saliva, oesophagus, stomach, small intestine, nutrients, large intestine, rectum, anus, teeth, incisor, canine, molar, premolars, herbivore, carnivore, omnivore, producer, predator, prey, food chain	

Common misconceptions

Some children may think:

- arrows in a food chains mean ‘eats’
- the death of one of the parts of a food chain or web has no, or limited, consequences on the rest of the chain
- there is always plenty of food for wild animals
- your stomach is where your belly button is
- food is digested only in the stomach
- when you have a meal, your food goes down one tube and your drink down another
- the food you eat becomes “poo” and the drink becomes “wee”.

Apply knowledge in familiar related contexts, including a range of enquiries

Activities	Possible evidence
• Research the function of the parts of the digestive system. • Create a model of the digestive system using household objects. • Explore eating different types of food to identify which teeth are being used for cutting, tearing and grinding (chewing). • Classify animals as herbivores, carnivores or omnivores according to the type of teeth they have in their skulls. • Use food chains to identify producers, predators and prey within a habitat. • Use secondary sources to identify animals in a habitat and find out what they eat.	• Can use diagrams or a model to describe the journey of food through the body explaining what happens in each part • Can record the teeth in their mouth (make a dental record) • Can explain the role of the different types of teeth • Can explain how the teeth in animal skulls show they are carnivores, herbivores or omnivores • Can create food chains based on research

	Year	4	Topic	States of matter
	• Compare and group materials together, according to whether they are solids, liquids or gases. • Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C). • Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.			

Prior learning	Future learning
• Distinguish between an object and the material from which it is made. (Y1 - Everyday materials) • Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock. (Y1 - Everyday materials) • Describe the simple physical properties of a variety of everyday materials. (Y1 - Everyday materials) • Compare and group together a variety of everyday materials on the basis of their simple physical properties. (Y1 - 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. (Y2 - Uses of everyday materials) • Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. (Y2 - Uses of everyday materials)	• Compare and group together everyday materials on the basis of their properties, including their hardness, solubility, transparency, conductivity (electrical and thermal), and response to magnets. (Y5 - Properties and changes of materials) • Know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution. (Y5 - Properties and changes of materials) • Use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating. (Y5 - Properties and changes of materials) • Give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic. (Y5 - Properties and changes of materials) • Demonstrate that dissolving, mixing and changes of state are reversible changes. (Y5 - Properties and changes of materials) • Explain that some changes result in the formation of new materials, and that this kind of change is not usually reversible, including changes associated with burning and the action of acid on bicarbonate of soda. (Y5 - Properties and changes of materials)

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WHAT PUPILS NEED TO KNOW OR DO TO BE SECURE

Show understanding of a concept using scientific vocabulary correctly

Key learning	Possible evidence
A solid keeps its shape and has a fixed volume. A liquid has a fixed volume but changes in shape to fit the container. A liquid can be poured and keeps a level, horizontal surface. A gas fills all available space; it has no fixed shape or volume. Granular and powdery solids like sand can be confused with liquids because they can be poured, but when poured they form a heap and they do not keep a level surface when tipped. Each individual grain demonstrates the properties of a solid. Melting is a state change from solid to liquid. Freezing is a state change from liquid to solid. The freezing point of water is 0°C. Boiling is a change of state from liquid to gas that happens when a liquid is heated to a specific temperature and bubbles of the gas can be seen in the liquid. Water boils when it is heated to 100°C. Evaporation is the same state change as boiling (liquid to gas), but it happens slowly at lower temperatures and only at the surface of the liquid. Evaporation happens more quickly if the temperature is higher, the liquid is spread out or it is windy. Condensation is the change back from a gas to a liquid caused by cooling. Water at the surface of seas, rivers etc. evaporates into water vapour (a gas). This rises, cools and condenses back into a liquid forming clouds. When too much water has condensed, the water droplets in the cloud get too heavy and fall back down as rain, snow, sleet etc. and drain back into rivers etc. This is known as precipitation. This is the water cycle.	• Can create a concept map, including arrows linking the key vocabulary • Can name properties of solids, liquids and gases • Can give everyday examples of melting and freezing • Can give everyday examples of evaporation and condensation • Can describe the water cycle
Key vocabulary	
Solid, liquid, gas, state change, melting, freezing, melting point, boiling point, evaporation, temperature, water cycle	

Common misconceptions

Some children may think:

- ‘solid’ is another word for hard or opaque
- solids are hard and cannot break or change shape easily and are often in one piece
- substances made of very small particles like sugar or sand cannot be solids
- particles in liquids are further apart than in solids and they take up more space
- when air is pumped into balloons, they become lighter
- water in different forms – steam, water, ice – are all different substances
- all liquids boil at the same temperature as water (100 degrees)
- melting, as a change of state, is the same as dissolving
- steam is visible water vapour (only the condensing water droplets can be seen)

- clouds are made of water vapour or steam
- the substance on windows etc. is condensation rather than water
- the changing states of water (illustrated by the water cycle) are irreversible
- evaporating or boiling water makes it vanish
- evaporation is when the Sun sucks up the water, or when water is absorbed into a surface/material.

Apply knowledge in familiar related contexts, including a range of enquiries

Activities	Possible evidence
• Observe closely and classify a range of solids. Observe closely and classify a range of liquids. • Explore making gases visible e.g. squeezing sponges under water to see bubbles, and showing their effect e.g. using straws to blow objects, trees moving in the wind. • Classify materials according to whether they are solids, liquids and gases. • Observe a range of materials melting e.g. ice, chocolate, butter. • Investigate how to melt ice more quickly. • Observe the changes when making rocky road cakes or ice-cream. • Investigate the melting point of different materials e.g. ice, margarine, butter and chocolate. • Explore freezing different liquids e.g. tomato ketchup, oil, shampoo. • Use a thermometer to measure temperatures e.g. icy water (melting), tap water, hot water, boiling water (demonstration). • Observe water evaporating and condensing e.g. on cups of icy water and hot water. • Set up investigations to explore changing the rate of evaporation e.g. washing, puddles, handprints on paper towels, liquids in containers. • Use secondary sources to find out about the water cycle.	• Can give reasons to justify why something is a solid liquid or gas • Can give examples of things that melt/freeze and how their melting points vary • From their observations, can give the melting points of some materials • Using their data, can explain what affects how quickly a solid melts • Can measure temperatures using a thermometer • Can explain why there is condensation on the inside the hot water cup but on the outside of the icy water cup • From their data, can explain how to speed up or slow down evaporation • Can present their learning about the water cycle in a range of ways e.g. diagrams, explanation text, story of a water droplet

Year	4	Topic	Sound

- Identify how sounds are made, associating some of them with something vibrating.
- Recognise that vibrations from sounds travel through a medium to the ear.
- Find patterns between the pitch of a sound and features of the object that produced it.
- Find patterns between the volume of a sound and the strength of the vibrations that produced it.
- Recognise that sounds get fainter as the distance from the sound source increases.

Prior learning	Future learning
• Explore how things work. (Nursery – Sound) • Describe what they see, hear and feel whilst outside. (Reception – Sound) • Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. (Y1 - Animals, including humans)	• Waves on water as undulations which travel through water with transverse motion; these waves can be reflected, and add or cancel – superposition. (KS3) • Frequencies of sound waves, measured in Hertz (Hz); echoes, reflection and absorption of sound. (KS3) • Sound needs a medium to travel, the speed of sound in air, in water, in solids. (KS3) • Sound produced by vibrations of objects, in loud speakers, detected by their effects on microphone diaphragm and the ear drum; sound waves are longitudinal. (KS3) • Auditory range of humans and animals. (KS3) • Pressure waves transferring energy; use for cleaning and physiotherapy by ultra-sound. (KS3) • Waves transferring information for conversion to electrical signals by microphone. (KS3)

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WHAT PUPILS NEED TO KNOW OR DO TO BE SECURE

Show understanding of a concept using scientific vocabulary correctly

Key learning	Possible evidence
A sound produces vibrations which travel through a medium from the source to our ears. Different mediums such as solids, liquids and gases can carry sound, but sound cannot travel through a vacuum (an area empty of matter). The vibrations cause parts of our body inside our ears to vibrate, allowing us to hear (sense) the sound. The loudness (volume) of the sound depends on the strength (size) of vibrations which decreases as they travel through the medium. Therefore, sounds decrease in volume as you move away from the source. A sound insulator is a material which blocks sound effectively. Pitch is the highness or lowness of a sound and is affected by features of objects producing the sounds. For example, smaller objects usually produce higher pitched sounds.	• Can name sound sources and state that sounds are produced by the vibration of the object • Can state that sounds travel through different mediums such as air, water, metal • Can give examples to demonstrate how the pitch of a sound are linked to the features of the object that produced it • Can give examples of how to change the volume of a sound e.g. increase the size of vibrations by hitting or blowing harder • Can give examples to demonstrate that sounds get fainter as the distance from the sound source increases
Key vocabulary	
Sound, source, vibrate, vibration, travel, pitch (high, low), volume, faint, loud, insulation	

Common misconceptions

Pitch and volume are frequently confused, as both can be described as high or low.

Some children may think:

- sound is only heard by the listener
- sound only travels in one direction from the source
- sound can't travel through solids and liquids
- high sounds are load and low sounds are quiet.

Apply knowledge in familiar related contexts, including a range of enquiries

Activities	Possible evidence
• Classify sound sources. • Explore making sounds with a range of objects, such as musical instruments and other household objects. • Explore how string telephones or ear gongs work. • Explore altering the pitch or volume of objects, such as the length of a guitar string, amount of water in bottles, size of tuning forks. • Measure sounds over different distances. • Measure sounds through different insulation materials.	• Can explain what happens when you strike a drum or pluck a string and use a diagram to show how sounds travel from an object to the ear • Can demonstrate how to increase or decrease pitch and volume using musical instruments or other objects • Can use data to identify patterns in pitch and volume

	• Can explain how loudness can be reduced by moving further from the sound source or by using a sound insulating medium

Year	4	Topic	Electricity

- Identify common appliances that run on electricity.
- Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.
- Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.
- Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.
- Recognise some common conductors and insulators, and associate metals with being good conductors.

Prior learning	Future learning
• Explore how things work. (Nursery - Electricity)	• Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit. (Y6 - Electricity) • Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches. (Y6 - Electricity) • Use recognised symbols when representing a simple circuit in a diagram. (Y6 - Electricity)

WHAT PUPILS NEED TO KNOW OR DO TO BE SECURE

Show understanding of a concept using scientific vocabulary correctly

Key learning	Possible evidence
Many household devices and appliances run on electricity. Some plug in to the mains and others run on batteries. An electrical circuit consists of a cell or battery connected to a component using wires. If there is a break in the circuit, a loose connection or a short circuit, the component will not work. A switch can be added to the circuit to turn the component on and off. Metals are good conductors so they can be used as wires in a circuit. Non-metallic solids are insulators except for graphite (pencil lead). Water, if not completely pure, also conducts electricity.	• Can name the components in a circuit • Can make electric circuits • Can control a circuit using a switch • Can name some metals that are conductors • Can name materials that are insulators

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Key vocabulary	
Electricity, electrical appliance/device, mains, plug, electrical circuit, complete circuit, component, cell, battery, positive, negative, connect/connections, loose connection, short circuit, crocodile clip, bulb, switch, buzzer, motor, conductor, insulator, metal, non-metal, symbol **N.B.** Children in Year 4 do not need to use standard symbols for electrical components, as this is taught in Year 6.	

Common misconceptions
Some children may think: • electricity flows to bulbs, not through them • electricity flows out of both ends of a battery • electricity works by simply coming out of one end of a battery into the component.

Apply knowledge in familiar related contexts, including a range of enquiries	
Activities	**Possible evidence**
• Construct a range of circuits. • Explore which materials can be used instead of wires to make a circuit. • Classify the materials that were suitable/not suitable for wires. • Explore how to connect a range of different switches and investigate how they function in different ways. • Choose switches to add to circuits to solve particular problems, such as a pressure switch for a burglar alarm. • Apply their knowledge of conductors and insulators to design and make different types of switch. • Make circuits that can be controlled as part of a DT project. **N.B.** Children should be given one component at a time to add to circuits.	• Can communicate structures of circuits using drawings which show how the components are connected • Use classification evidence to identify that metals are good conductors and non-metals are insulators • Can incorporate a switch into a circuit to turn it on and off • Can connect a range of different switches identifying the parts that are insulators and conductors • Can add a circuit with a switch to a DT project and can demonstrate how it works • Can give reasons for choice of materials for making different parts of a switch • Can describe how their switch works