



EYFS Science Curriculum Map

Creating and Thinking Critically	Throughout EYFS pupils should apply these skills to working scientifically:
Having their own ideas:	Thinking of ideas
	Finding ways to solve problems
	Finding new ways to do things
Making links:	Making links and noticing patterns in their experience
	Making predictions
	Testing their ideas
	Developing ideas of grouping, sequences, cause and effect
Choosing ways to do things:	Planning, making decisions about how to approach a task, solve a problem and reach a goal
	Checking how well their activities are going
	Changing strategy as needed
	Reviewing how well the approach worked

EYFS Outcome	Age (in months)					
	Birth-11	8-20	16-26	22-36	30-50	40-60+
Speaking:						
Beginning to ask simple questions			√			
Uses a variety of questions (e.g. what, where, who)				√		
Uses talk to connect ideas, explain what is happening and what might happen next					√	
Questions why things happen and gives explanations. Asks e.g. who, what, when, how					√	
Uses talk to organise, sequence and clarify thinking, ideas, feelings and events						√
Mathematics:						
Shows curiosity about numbers by offering comments or asking questions					√	
Records, using marks that they can interpret and explain						√
The World:						
Closely observes what animals, people and vehicles do		√				
Knows things are used in different ways, e.g. a ball for rolling or throwing, a toy car for pushing		√				
Comments and asks questions about aspects of their familiar world such as the place where they live or the natural world					√	
Can talk about some of the things they have observed such as plants, animals, natural and found objects					√	
Talks about why things happen and how things work					√	

Developing an understanding of growth, decay and changes over time					√	
Shows care and concern for living things and the environment					√	
Looks closely at similarities, differences, patterns and change						√
Technology:						
The beginning of understanding technology lie in babies exploring and making sense of objects and how they behave	√	√				
Shows an interest in toys with buttons, flaps and simple mechanisms and beginning to learn to operate them			√			
Seeks to acquire basic skills in turning on and operating equipment				√		
Operates mechanical toys, e.g. turns the knob on a wind-up toy or pulls back on a friction car				√		
Shows an interest in technological toys with knobs or pulleys, or real objects					√	
Expressive arts and design:						
Babies explore media and materials as part of their exploration of the world around them	√					
Explores and learns how sounds can be changed					√	
Explores colour and how colours can be changed					√	
Uses various construction materials					√	
Manipulates materials to achieve planned effect						√