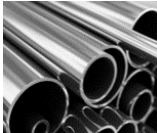
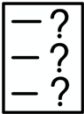




Year 2 – Summer 2 – Science – Pupil Knowledge Organiser



What do I already know?		What am I learning now?	
• Objects are things we can see and touch. • A material is the thing that an object is made out of. • Some materials include: wood, metal, plastic, glass, water, and rock. • Other materials also include: paper, fabric, brick, elastic, and foil. • Each material has special properties that make them good for different purposes. • Materials can be: rigid, flexible, absorbent, waterproof, transparent, opaque, rough, smooth, strong, and fragile.		1. What makes a material useful? 2. Can the same material be used for different things? 3. Can different materials be used for the same object? 4. How can we test which material is best for a job? 5. What happens when we squash, bend, twist or stretch materials? 6. Can we find patterns in how materials behave?	
Key Knowledge: Materials		Key Skills: Working Scientifically	Key Vocabulary
 Materials like plastic, wood, or metal, are used for different objects because they have more than one useful property.  Plastic is waterproof, light, and can be strong, so it's used for bottles, toys, and bags.  Wood is strong and rigid, so it's used for furniture, floors, and tools. When a material is used for many things, it's called versatile.  The same object can be made from different materials.  When choosing a material, we must think about how it will be used and what could go wrong if it's not suitable. We can apply different forces to materials:  squash  bend  twist  stretch Some materials change shape easily because they are flexible or elastic. Some materials do not change easily because they are rigid or brittle. Flexible and soft materials are easier to change. Hard and rigid materials resist change or break.	 Ask Questions  Enquiry  Observe  Record/ Present  Conclusions  Evaluation  Communicate material property suitable squashing bending twisting stretching flexible rigid strong test fair test	What something is made from. A word that tells us what something is like. Good for the job it needs to do. Pressing something down to change its shape. Make something curve without breaking. Turning something in different directions. Pulling something to make it longer. Can bend/move easily without breaking. Hard and does not bend. Does not break or tear easily. A way to try something and find out what happens. A test where only one thing changes to keep it fair.	