

# Early Stage One

## **SCIENCE**

STe-3LW-ST explores the characteristics, needs and uses of living things

- recognise that living things have basic needs including air, food and water
- participate in guided investigations to identify living things and the external features of plants and animals
- recognise that plants and animals can be used as food, or materials eg compost, worm tea, casting

#### **HSIE**

GEe-1 - identifies places and develops an understanding of the importance of places to people

- Describes ways in which people can care for their environment, through waste management
- Participates in worm farming activity, where they learn to care for their environment at school and at home

## **MATHEMATICS**

MAe-1WM describes mathematical situations using everyday language, actions, materials and informal recordings

• sort and classify a group of familiar objects into things that can be eaten by worms and not

## Stage One

### **SCIENCE**

ST1-4LW-S describes observable features of living things and their environments

- describe the external features of a variety of living things
- identify and group plants and animals using their external features, e.g. worms
- explore how living things grow, change and have offspring similar to themselves

ST1-5LW-S identifies how plants and animals are used for food and fibre products

- design and produce an environment to cater for the needs of a living thing e.g. compost and worm farms
- investigate ways people use scientific and technological knowledge and skills to sustainably grow plants e.g. compost and worm farms

ST1-10ES recognises observable changes occurring in the sky and on the land and identifies Earth's resources

- observe, ask questions about and describe changes in worms, compost and worm farms
- identify and explore the use of a variety of Earth's resources in compost and worm farms







#### **HSIE**

GE1-2 identifies ways in which people interact with and care for places

• consideration of how a place can be cared for through waste management

## **MATHEMATICS**

MA-1WM describes mathematical situations and methods using everyday and some mathematical language, actions, materials, diagrams and symbols

• collect equal parts green and brown materials for compost

## Stage Two

### **SCIENCE**

ST2-4LW-S compares features and characteristics of living and non-living things

- collect data and identify patterns to group living things according to their external features, and distinguish them from non-living things
- describe how living things depend on each other and the environment to survive

ST2-5LW-T describes how agricultural processes are used to grow plants and raise animals for food, clothing and shelter

• design, plan and produce a product, system or environment to support the growth of a plant e.g. compost and worm farms

### **MATHEMATICS**

MA2-1WM uses appropriate terminology to describe, and symbols to represent, mathematical ideas

• collect equal parts green and brown materials for compost

### HSIE

GE2-3 examines differing perceptions about the management of places and environments

discussion of ways waste can be managed sustainably

# Stage Three

## **SCIENCE**

ST3-4LW-S examines how the environment affects the growth, survival and adaptation of living things

- plan and identify the conditions needed for worms and creatures to survive in compost and worm farms
- Make predictions about how changing the physical conditions of compost impacts on the growth and survival of creatures e.g. heat, water on creatures
- describe adaptations as existing structures or behaviours that enable worms to survive in their environment

## **MATHEMATICS**

MA3-1WM describes and represents mathematical situations in a variety of ways using mathematical terminology and some conventions

 collect equal parts green and brown materials for compost, recognising a 50/50 split of materials

### HSIE

GE3-2 explains interactions and connections between people, places and environments

GE3-2 compares and contrasts influences on the management of places and environments

• identification of ways people influence places and contribute to sustainability