

What I already know:

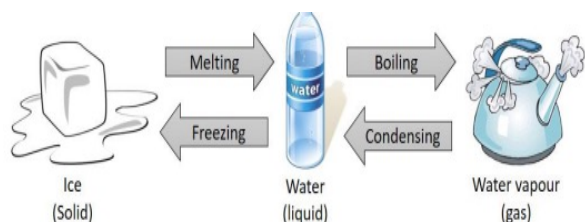
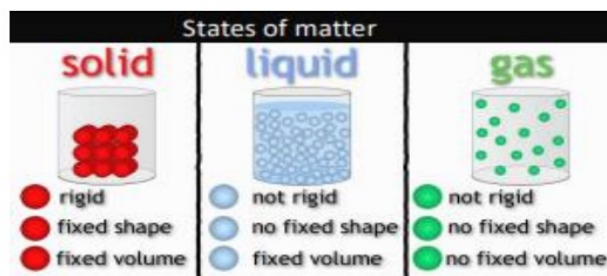
- 1 How to use a material's properties to describe it.
- 2 That properties of different material cause them to behave differently.
- 3 Heating and cooling causes some materials to change.

What I will learn

- 1 To compare and group materials together, according to whether they are solids, liquids or gases.
- 2 To 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 ($^{\circ}\text{C}$).
- 3 To identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with

Key Vocabulary

solid	A substance that stays the same shape whether it is in a container or not.
liquid	A substance that can flow and take on the shape of a container.
gas	A substance that has no fixed shape, like oxygen.
state change	When a material changes from one material type to another.
melting point	The temperature at which a solid melts.
boiling point	The temperature at which a liquid boils.
evaporation	The process of a liquid heating and changing into a gas.
condensation	The process of a gas cooling and changing into a liquid.
temperature	How hot or cold something is. Measured in degrees Celsius ($^{\circ}\text{C}$).
water cycle	Water on Earth is constantly moving. It is recycled over and over again. This is called the Water Cycle.



Working Scientifically Skills:

Set up simple practical enquiries, comparative and fair tests.

Make systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment, including thermometers.

Report on findings from enquiries, including oral and written explanations, presentations of results and conclusion.

Use results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions.

Scientists/Inventors:

Anders Celsius (1701-1744)	Astronomer who invented the degrees Celsius temperature scale.
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