

The Spring Partnership Trust – Knowledge Organiser

Science Focus:

Uses of everyday materials

Year 2

Spring 1st & 2nd Half-Term

What? (Key Knowledge)

Properties of Materials

Wood	Hard, strong, stiff
Plastic	Strong, shiny, bendy
Glass	Transparent, smooth, stiff
Metal	Hard, strong, shiny
Water	Runny, wet, clear
Rock	Hard, strong

Uses of common materials

Wood can be used for:	Doors, tables
Plastic can be used for:	Pens, rulers
Glass can be used for:	Windows, glasses
Metal can be used for:	Cars, coins
Rock can be used for:	Garden walls, old buildings
Brick can be used for:	Houses, walls
Paper can be used for:	School books, wrapping paper
Card can be used for:	Folders, birthday cards

Different materials for the same thing

Some objects can be made from various materials	For example, a spoon can be made from: plastic, wood or metal.
---	--

Changing the shape of materials

Squashing	Crush something so that it becomes flat, soft, or out of shape
Bending	Changing a straight object so that it is curved.
Twisting	Change the shape of an object by turning it.
Stretching	Made longer or wider without tearing or breaking

People we need to know

John Dunlop	<ul style="list-style-type: none"> Born in 1840 An expert in rubber Invented the first inflatable tyre
Charles Macintosh	<ul style="list-style-type: none"> Born in 1766 Invented the first waterproof fabric The 'mac' raincoat is named after him
John McAdam	<ul style="list-style-type: none"> Born in 1756 He invented building roads with a smooth, hard surface.

What? (Key Vocabulary)

Spelling	Definition/Sentence
Various	Lots of different kinds
Rubber	A tough material that can be shaped
Inflatable	Can be filled with air
Fabric	Cloth produced by weaving or knitting

Diagrams and Symbols

Squashing



Bending



Twisting



Stretching



Possible Experiences

- Spot and group the materials you see on the way to school
- Find an object in your house that exists in three or more different material forms
- Find an object that is made from more than three materials