

Bishop Bronescombe C of E Primary School



Topic: Living things and their habitats.

Year 1/2

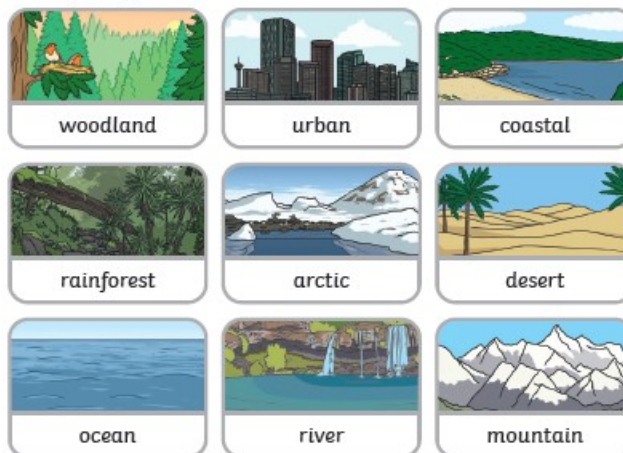
Strand: Science

What we already know.

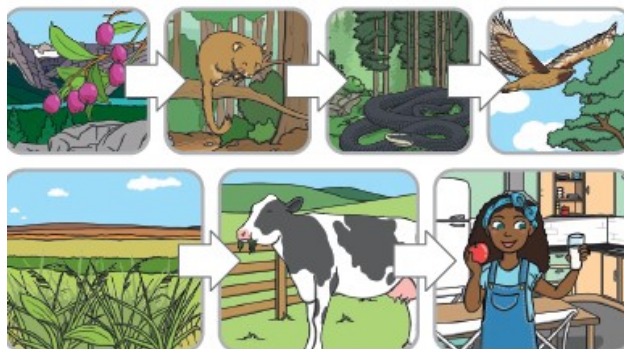
- How we know if something is living.
- How to decide if something is living, dead or has never been alive.

Key learning

Examples of **habitats**:



Food chains. The arrows mean 'is eaten by'.



- explore and compare the differences between things that are living, dead, and things that have never been alive
- identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other
- identify and name a variety of plants and animals in their habitats, including microhabitats
- describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food

Working scientifically skills

- asking simple questions and recognising that they can be answered in different ways
- observing closely, using simple equipment
- using their observations and ideas to suggest answers to questions
- gathering and recording data to help in answering questions

Year 1 focus

To understand what a habitat is and what animals may live in it.

Year 2 focus

To know how animals are adapted to their environment.

Key vocabulary

habitat	A habitat is the natural place something lives. A habitat provides living things with everything they need to survive such as food, shelter and water.
microhabitat	A very small habitat in places like under a rock. Mini beasts live here.
survive	To stay alive.
depend	Many living things in a habitat depend on each other.
life processes	These are all the things that living things do. They move, breathe, sense, grow, make babies, eat and get rid of waste.
food chain	This shows how a living thing gets its food.
food source	This is the place a living thing's food comes from.
producer	Something that uses the sun to get its energy, e.g. plants.
consumer	A living thing that eats a plant or another animal.