

Scientist



[Rachel Carson](#)
(Marine Biologist)



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(Zoologist)

Skills

I'm identifying and classifying like a taxonomist.

I'm observing closely, using simple equipment, like a wildlife filmmaker.

Careers

Taxonomist (classifies animals and plants)
Wildlife Filmmaker (creates films and documentaries about wildlife)

Enquiries



Is there the same level of light in the evergreen wood compared with the deciduous wood?

How does the school pond change over the year?



Which habitat do worms prefer— where can we find the most worms?

How would you group things to show which are living, dead or have never been alive?

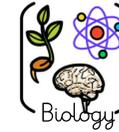


How does a cactus survive in a desert with no water?

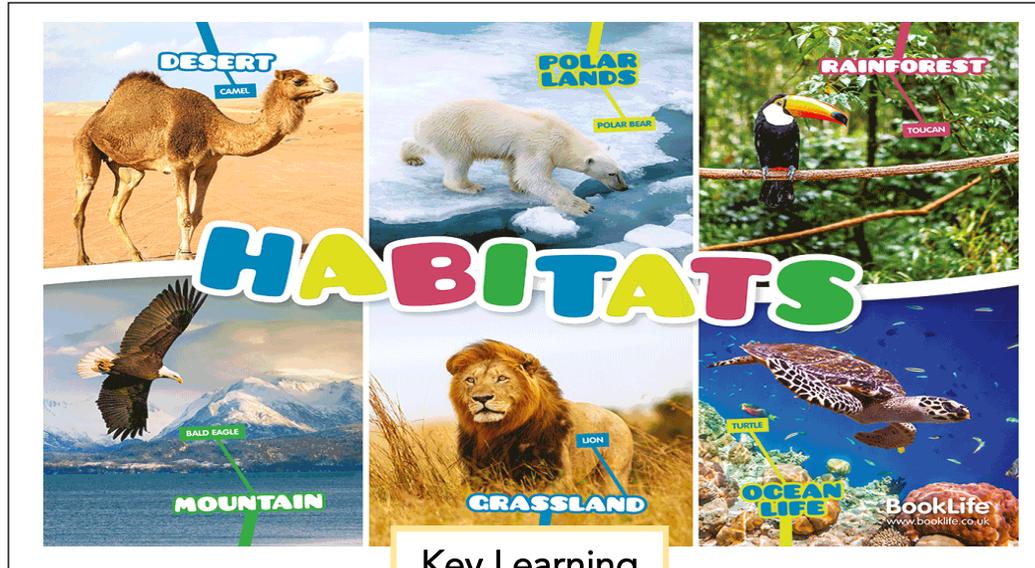
Y2 LIVING THINGS AND THEIR HABITATS



Main idea



Pupils will be introduced to the idea that all living things have certain characteristics that are essential for keeping them alive and healthy. They will raise and answer questions that help them to become familiar with the life processes that are common to all living things. The terms 'habitat' and 'micro-habitat' are introduced in this unit.



Key Learning

- 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.
- 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.
- Raise and answer questions about the local environment that help them to identify and study a variety of plants and animals within their habitat.
- Observe how living things depend on each other, for example, plants serving as a source of food and shelter for animals.
- Compare animals in familiar habitats with animals found in less familiar habitats, for example, on the seashore, in woodland, in the ocean, in the rainforest.

What you should already know

There are 6 basic animal groups: mammals, invertebrates, fish, amphibians, reptiles and birds.

Animals that only eat meat are called carnivores, this includes lions and eagles. Whereas animals that only eat plants are called herbivores, for example cows and giraffes.

Finally, animals that eat plants and meat are called omnivores, examples include squirrels.

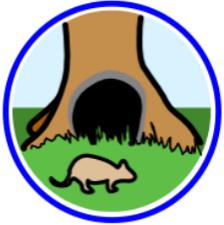
What comes next?

Year 4 - Group living things in a variety of ways, using keys to help group, identify and name a variety of living things in their local area. Recognise that environments can change and this can sometimes be dangerous.

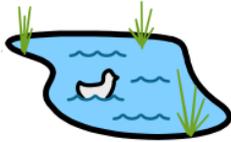
Key vocabulary

Habitats	Woodland
Micro-habitats	Seashore
Food chain	Ocean
Living	Rainforest
Dead	
Conditions	
Shelter	
Food source	

Year 2: Living Things and Their Habitats



Habitats: a wider area where an animal lives, for example, a forest.



Micro-habitats: a small-scale, specific habitat which supports the survival of certain animals or plants.



Food chain: a series of living beings in which each serves as food for the next.



Living: having life, with energy



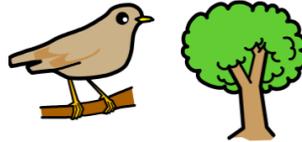
Dead: no longer alive



Conditions: being fit for use. E.g. The damp conditions here at the swamp is perfect for a frog.



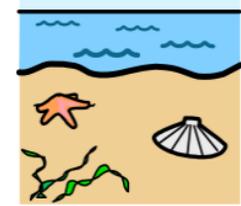
Shelter: a place or structure that gives protection against weather or danger.



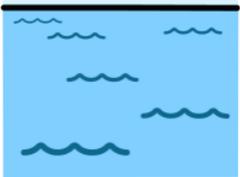
Food source: where food can be caught or found.



Woodland: land covered with woods; forest.



Seashore: land that borders / is next to the ocean.

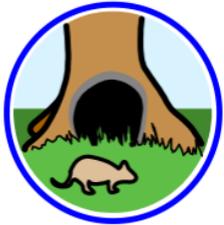


Ocean: the vast body of salt water covering about three quarters of the earth's surface.

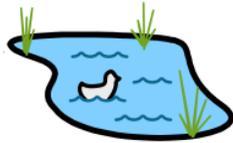


Rainforest: a dense evergreen forest, mostly found in tropical areas, that receives a large amount of rain all year long.

Year 2: Living Things and Their Habitats



Habitats



Micro-habitats



Food chain



Living



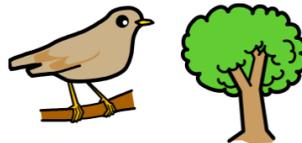
Dead



Conditions



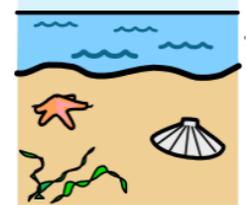
Shelter



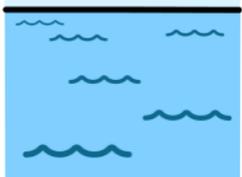
Food source



Woodland



Seashore



Ocean



Rainforest