## **Programme Outline**

## Year 2 – Living Things and their Habitats

Le	earning objectives	Session Structure	Assessment for Learning
,	identify and name a variety of plants and animals in their habitats, including microhabitats	Introduction The programme usually starts at Fishbourne, where the children are introduced to Chichester Harbour and the Conservancy, followed by a discussion on the concept of a habitat and what living things need to be able to survive within a habitat.	We will use a variety of activities to encourage the children to reflect on thei learning and feedback in small groups or as individuals.
habitats to which the describe how differe provide for the basic different kinds of an (water, food and air)	identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of	Session Activities Walk to Fishbourne pond and the reed beds where the children will listen to and observe the creatures and plants that live there.	
	different kinds of animals and plants (water, food and air), and how they depend on each other	In Fishbourne meadows children will split into 2 groups and rotate activities: A] stream dipping B] mini-beast hunt in the meadows Children will identify the creatures they catch. Consider the basic needs of the creatures and whether they are carnivores, herbivores or omnivores.	
•	describe how animals obtain their food from plants and other animals,	A walk following the coastal path to Dell Quay, looking for other harbour habitats along the way. Break for lunch in our classroom.	
	using the idea of a simple food chain, and identify and name different sources of food	In the afternoon, the children will explore the shoreline habitat. Carry out a shoreline hunt for creatures and plants. Construct simple food chains. Build crab homes. Create 'sticky pictures' to take home.	
		Plenary Children will be questioned on the harbour habitats they have explored during the day. Programme finishes at Dell Quay.	
К	ey Vocabulary		