Programme Outline

Year 3/4 – Science: Living Things and their Habitats

Learning objectives	Session Structure	Assessment for Learning
explore and use classification keys to help group, identify and name a variety of living things	Introduction The programme usually starts at Fishbourne, where the children are introduced to Chichester Harbour and the Conservancy, its' habitats and wildlife.	We will use a variety of activities to encourage the children to reflect on their learning and feedback in small groups or as individuals.
consider the positive and negative impact of humans on Chichester Harbour	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.	
construct and interpret a variety of food chains, identifying producers, predators and prey	In Fishbourne meadows children will split into 2 groups and rotate activities: A] stream dipping B] mini-beast hunt in the meadows Children will use classification keys to identify the creatures they catch. A walk following the coastal path to Dell Quay, looking for other harbour habitats along the way and considering the impact of humans on Chichester Harbour. In the afternoon, the children will explore the shoreline habitat. Carry out a shoreline hunt for creatures and plants. Construct food chains and identify producers, predators and prey. Build crab homes. Plenary Children will be given some pictures of creatures they will have found in the	
	different harbour habitats and sort them into basic groups on a classification wheel. Programme finishes at Dell Quay.	