

Food chains
 Lifecycles
 Survival – what animals and humans need
 Animal classification according to where they live
 Different types of habitats – forest, rain forest, desert, water, grassland, Artic.
 Micro habitats
 What do all animals need to survive?
 Camouflage
 Human habitat
 Local habitats
 Pond dipping
 How have animals adapted to their habitat?
 Design an animal for a given habitat
 Endangered and extinct animals
 Climate change

Science



Drawing and/ or taking photographs of habitats – pond, tree,
 Different types of homes for humans
 Draw on a map where local habitats are
 What animal makes a good pet?
 Caring for a pet
 Pets in the past and present
 Music: representing different habitats with different sounds

Other

Different animal fabrics
 Animal sounds
 Animal products e.g. wool, honey etc.
 Sensory room – set up different habitats e.g. jungle, desert etc.
 Hot/ cold for habitats
 Light and dark e.g. comparison of night and day in a habitat: use auditory, tactile and visual stimuli to represent this

Sensory

Homes and Habitats

Science and Art

Farm
 Garden centre
 Sealife centre
 Pet shop
 Local river

**Community
 Visit**



Designing your own habitat
 Making junk model animals
 Animal masks
 Make a camouflage area
 Land art
 Animal stick puppets/ hand puppets
 Animal footprints
 Leaf collage/ printing
 Animal/habitat collages

Art





Homes and Habitats

During this topic the pupils main focus will be on Science and Art, other subjects may be covered as part of cross curricular links.

CLL	Maths	ICT/Computing	PSHCE	PE
Design your own creature	Pictograms of favourite animals.	Beebot grid of different animals	Caring for animals	Moving in different ways like animals
Instructions - e.g. how to look after an animal	Colour matching, sorting and ordering by size according to animals	Research about different habitats or animals	Survival	Ball control - throwing 'food' into animals mouths
Non-fiction e.g. daily routine of a zoo keeper/farmer	Data handling - favourite animal	Information poster about different habitats and animals	Role play - vet, jungle explorer.	Themed obstacle courses e.g. jungle, ocean etc.
Describing animals/habitats	Complete the pattern/symmetry - ladybirds	Drawing/colouring animals on Paint	Litter picking	Gymnastics - move like different animals
Make up a story about a habitat	Making 3D models of animals. Problem solving linked to animals		Growth and change of animals and habitats	

