

Past enquiries that may help:

What am I? (Y1)

Where is my school? (Y1)

What could my classroom be made of? (Y2)



What is home?



Key Vocabulary					
dead		line		habitat	
alive		texture		desert	
never alive		sculpture		ocean	
micro habitat		polar region		woodland	
offspring		macro habitat		jungle	

Engage: Play animal sorting games. Have a discussion about what the difference is between a 'house' and a 'home'.

What is a living thing?

What is a habitat?

Where are different habitats in the world?

What are the different habitats of plants and animals and why are they there?

What are offspring?

What sculptors do we know?

How can I create texture and pattern on my sculpture?

How can I shape my clay?

How can I improve my sculpture skills?

Challenge: Create a clay model of a habitat for a specific animal.

Know of

Know that animals live in an environment suited to them.

A habitat provides everything a plant or animal needs to survive.

A micro habitat is a very small habitat such as a log. Insects, snails, worms and spiders all live and survive in micro habitats.

A macro habitat is a large habitat such as the desert, the ocean, the polar regions.

Know that animals, including humans, have offspring which grow into adults.

Know where the equator, North Pole and South Pole are on a globe and maps

Know the location of hot and cold areas of the world

Know how

Compare and group things that are 'living', 'dead' and 'have never been alive' and record findings using charts.

Ask simple questions and know that they can be answered in different ways

Use atlases/Google Maps to find out about different geographical regions of the world (using NSEW/compass (language)).

Use drawing to develop and share ideas

Create texture using malleable material

Use the correct tools to create texture in clay

