

The BIG Question: What makes a good home/ habitat?

Introduction

Our cross-curricular topic this half term is Homes and Habitats. This is geography led and we will be finding out about our homes and what makes a good habitat for a minibeast. We will take part in fieldwork and explore our local environment, ask questions about it and express our views. We will use aerial photographs and maps. We will then take part in field work on our school grounds and decide where a bug hotel would be best located. We will make a simple map of where our bug hotel will go. Using this we will write directions for others to find our bug hotel., using directional language. In science we will be classifying minibeasts, looking at the life cycle of a butterfly. We will explore the nature trail to find microhabitats. In art and DT we will be making a moving minibeast picture, and sketching butterflies using tones, shade and patterns.

Books we will share

Incy Windy Spider
The Very hungry Caterpillar
What the ladybird heard
Bug Hotel
Non- fiction books about minibeasts

Our Community and Beyond

We will explore our school grounds to find the best location for our bug hotels.

Some of our Super Skills

Year 1-

Ge1 Explore and discover the interesting features of the local environment

Ge5 Express their own views about features of the environment

Ge6 Communicate in different ways using simple geographical information and vocabulary

Ge7 Use simple field work skills

Ge8 Use globes, maps and plans

Ge9 Make simple plans

Ar1 Drawing Explore the use of line, shape and colour

Ar5 3D-Form Explore sculpture with a range of malleable media e.g. clay

Ar13 3D-Form Manipulate clay in a variety of ways e.g. rolling, kneading and shaping

Dt3 Identify a target group for what they intend to design and make

Dt4 Recognise how structures can be made stronger, stiffer and more stable

Dt5 Generate and talk about their own ideas

Dt7 Take account of simple properties of materials when deciding how to cut, shape, combine and join them

<u>Year 2-</u>

Ge10 Ask and respond to geographical questions about people, places and environments

Ge18 Communicate in different ways using appropriate geographical vocabulary e.g. locational and directional language

Ge19 Use field work and observational skills to carry out simple tasks

Ge20 Use aerial photographs and plan perspectives to identify landmarks and features

Ge21 Make simple maps and plans

Ar15 Drawing Experiment with the visual elements of line, shape, pattern and colour

Ar16 Drawing Work out ideas for drawings in a sketchbook

Ar20 3D-Form Experiment with, construct and join recycled, natural and man-made materials more confidently

Ar29 3D-Form Manipulate clay for a variety of purposes e.g. thumb pots, simple coil pots and models

Content and Vocabulary

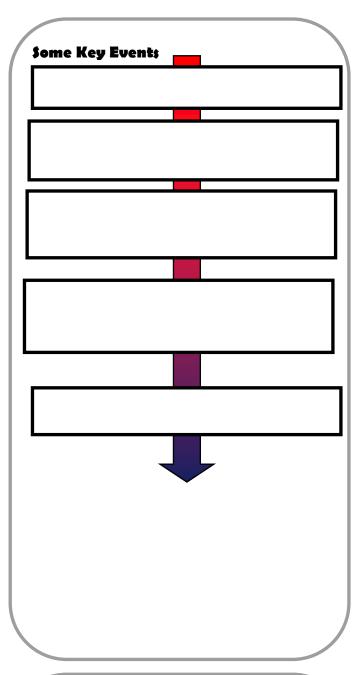
Homes- A place where someone lives.

Habitat— the natural home or environment of an animal or plant.

Minibeast-A small invertebrate animal such as an inset or a spider.

Ariel Photograph— Is a photograph taken from an aircraft or an airborne fight.

Bug Hotel— Is a human form structure made from natural materials.



My Magic Moments

For children's comments at the end of the topic