

LKS2 – Plants

Yr 4 & Yr 6 (Classification objectives)

Learning Objectives

Y4

- ☉ Recognise that living things can be grouped in a variety of ways
- ☉ Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment
- ☉ Recognise that environments can change and that this can sometimes pose dangers to living things
- ☉ Record findings using simple scientific language, drawings, labelled diagrams and keys.

Y6

- ☉ Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals
- ☉ Give reasons for classifying plants and animals based on specific characteristics.
- ☉ Record data and results of increasing complexity using scientific diagrams and labels, and classification keys.

What will happen on your visit?

- ☉ Children will learn about creating branching databases
- ☉ Children will identify bugs and / or plants at Howsham Mill
- ☉ Children will create a branching database to help others to identify living things at Howsham Mill
- ☉ Y6 children will be introduced to microorganisms
- ☉ Y4 children will consider how to improve their local environment



Activities covered

- ☉ Tour of the island
- ☉ Branching Database's
- ☉ Bug or Plant hunt

Before your Visit

Revisit previous relevant topics – living things and their habitats was covered in Y2.

After your Visit

- 🌐 Complete the Howsham Mill branching database
- 🌐 Ask other children to visit Howsham Mill to use your branching database
- 🌐 Create a similar branching database for your school grounds
- 🌐 Y6 – additional work on microorganisms
 - http://www.bbc.co.uk/bitesize/ks2/science/living_things/microorganisms/read/1/
 - http://www.e-bug.eu/lang_eng/primary_pack/downloads/UK%20Junior%20Pack%20Complete.pdf
- 🌐 Y4 – additional work on the changes humans make to the environment
 - Consider undertaking some conservation work at school, such as creating a habitat stack