



MoorLIFE KS2 lesson plan

Lesson theme: Habitats and local environment

Time: 1 hour (could be extended with extension activities)

Resources included in this pack: Assembly story
Lesson plan outline
BOG habitat cards
BOG “Top Trumps” cards
Identification Key Blank

Other resource and lessons available on the “Moors for the Future” website:

Moorland Discovery Teacher Pack, Oral History, Paws on the Moors story

www.moorsforthefuture.org.uk/learning-discovery

Introduction: The following are activities that could be carried out as a follow up to the assembly in order for the children to learn more about the plants and animals and in the BOG habitat. A core activity will be outlined with a suggestion for extension to incorporate all levels of ability across KS2.

www.moorsforthefuture.org.uk/moorlife

The MoorLIFE project is co-funded by the European Union’s Life+ programme and delivered by Moors for the Future Partnership.

Partners include: Environment Agency, Natural England, National Trust, Peak District National Park Authority, United Utilities and Yorkshire Water.



Learning objective	Activities	Resources	Assessment
<p>Identify some of the organisms that live in the local Peat Bog habitat.</p> <p>Represent feeding relationships within a habitat by using food chains (and webs). Food chains begin with a green plant which 'produces' food for other organisms.</p>	<p>Introduction:</p> <ul style="list-style-type: none"> Recap on the assembly, invite responses from the children with questions such as: What did you learn? What was the name of the habitat that the animals lived in? How was the habitat damaged? Which creatures lived in the habitat and how were they affected by the destruction/damage? Who helped to repair the habitat and how? Aside from the animals why else is it important to maintain the peat bogs? Explain that we are going to find out more about the Peat Bog habitat and the plants and animals found there. With the older children now may provide a good opportunity to explain how peat is formed and why it is such a special habitat. <p>Main activities:</p> <p>Food Chains/Webs.</p> <p>Core: Make a Food Chain using the Bog Habitat cards. (see attached sheets)</p> <p>Extension: Make a Food Web depicting feeding relationships within the peat bog. (see attached sheet)</p>	<p>http://www.moorsforthefuture.org.uk/sites/default/files/documents/Moorland%20Discovery%20Teachers%20Pack.pdf</p> <p>Download and cut up Bog Habitat cards.</p> <p>Download and cut up cards, ball of string.</p>	<p><i>Can the children name some animals that live in a Moorland Peat Bog local to their school? Can they outline threats to the habitat?</i></p> <p><i>Can children outline how peat is formed and the special jobs performed by Peat Bogs?</i></p> <p><i>Can children organise the animals into a food chain with a green plant at the start? Are the arrows used correctly? Can they describe how the ecosystem is interdependent and how if one part of the chain/web collapses the whole food system is affected?</i></p>

www.moorsforthefuture.org.uk/moorlife



Bringing life back to the moors

<p>Environmental factors affect the animals that are found in different habitats.</p> <p>Create keys based on observable features to help identify and group living things.</p> <p>Ways in which living things and the environment need protection.</p>	<p>Independent research:</p> <ul style="list-style-type: none"> The children may also be able to study the animals and plants more closely using the internet to carry out research. Core: find out more information about Bog habitat plants and animals. Produce an information booklet. Extension: Research how the organisms have adapted to suit the habitat they live in (e.g. Mountain hare changing fur colour in the winter for camouflage). They could produce an information page depicting the habitat and its inhabitants and their interdependence and adaptation. <p>Use Identification Keys:</p> <p>Core:</p> <ul style="list-style-type: none"> Use teacher created Key to identify Bog Habitat plants and animals. <p>Extension:</p> <ul style="list-style-type: none"> Create an Identification Key for younger members of KS2 to use to identify animals from the Peat Bog. (See attached sheet.) <p>Follow up/cross curricular activities:</p> <p>Core:</p> <ul style="list-style-type: none"> The children could play Bog Habitat “Top Trumps” using the pre determined categories of Moorland specialist, Speed, Camouflage, Predator/Prey, Rarity. The children will play this by naming a category then the player whose card has the highest score in that category wins. They collect everyone’s cards from that round then they name the category for the next round. At the end of the game the player with the most cards is the winner. 	<p>Internet access.</p> <p>Identification Key format sheet.</p> <p>“Top Trump” Bog habitat cards.</p>	<p><i>Children can explain how each animal is suited to the habitat and how it has adapted.</i></p> <p><i>Can children create a useable key based on observable features?</i></p> <p><i>Can the children use their knowledge to play/create a game based on the Bog Habitat?</i></p>
--	---	---	--

www.moorsforthefuture.org.uk/moorlife

The MoorLIFE project is co-funded by the European Union’s Life+ programme and delivered by Moors for the Future Partnership. Partners include: Environment Agency, Natural England, National Trust, Peak District National Park Authority, United Utilities and Yorkshire Water.



	<p>Extension:</p> <ul style="list-style-type: none"> Children create their own “Top Trumps” cards and input their own information and category ratings for each animal or plant. <p>Children could create a “Bog garden” in class and include models of the animals found in the habitat.</p> <p>Children could make masks of the animals</p> <p>Children could create information posters about the restoration work taking place on the moors and why it is important.</p>	<p>Creative art equipment, animal information sheets/books/internet access, Mask templates http://www.moorsforthefuture.org.uk/sites/default/files/documents/Moorland%20Discavery%20Teachers%20Pack.pdf</p>	
--	--	--	--

www.moorsforthefuture.org.uk/moorlife

The MoorLIFE project is co-funded by the European Union’s Life+ programme and delivered by Moors for the Future Partnership. Partners include: Environment Agency, Natural England, National Trust, Peak District National Park Authority, United Utilities and Yorkshire Water.