Learning with Nature

In partnership with Forestry England

Plants As Producers

Suitable for Years 1 and 2, all year round.

This programme is aimed at an in-depth look at trees as examples of plants. The children learn about the structure of plants and the function of the various parts, how to identify trees, find their age, the lifecycle of trees, the properties of wood and its uses and the role of trees as producers.

Key Concepts

Habitats, deciduous and evergreen, parts of a plant, lifecycle of plants, what plants need to grow, the properties of wood as a material.

Learning Outcomes

By the end of the programme, students should be able to:

- Name the parts of a plant and the function they perform.
- Know how to identify trees by their leaves.
- Know how to work out the age of trees.
- Know about the lifecycle of trees.
- Know the properties of some plants and their uses.
- Understand the importance of plants in their role as producers in food chains.

Before you come

Q What plants do you use every day?

Programme Outline

Learning Objectives	Activity
• To look at the properties of different types of plants and relate to their use.	***Uses of trees and other plants*** Children find out where a range of everyday products come from.
• Learn how to identify trees by their leaves, seed, flowers etc.	**Plant Walk** Children find a variety of different leaves and learn how to Identify the trees they come from.
• Looking at plant structure and function.	***Build a Tree*** The children use their bodies to create the different parts of a tree and look at the job of each part.
• To explore trees using their senses. • How to find the age of trees.	***Meet a Tree*** In pairs, children help each other to explore trees using their senses. Children work in groups, to age a tree.

• Learn/reinforce the lifecycle of plants.	***Lifecycle of a plant*** As a whole group, look at a collection of part plants. Relate part to stages in a plants lifecycle.
• Learn/reinforce what plants need to grow.	***Plant survival game.***
• Learn how important plants are in their role as producers.	***Food Chain game***

Complementary Programmes
Why not have a led day by adding a second, shorter programme to complement Plants as Producers. E.g. Woodland Art, Marvellous Minibeasts.

Self-guided trails
To complement this half-day programme, we recommend the Forestry Commission's Growing Green Activity Pack and the Seasonal Explorers backpack.

National Curriculum links
Plants

- Year 1 – identify and name a variety of common wild plants, including deciduous and evergreen trees
- Year 1 – identify and describe the basic structure of common flowering plants, including trees.
- Year 2 – describe how seeds grow into mature plants.
- Year 2 – describe how plants need water, light, soil and air to grow and stay healthy.

Everyday materials

- Year 1 – distinguish between an object and the material from which it is made.
- Year 1 – identify and name a variety of everyday materials, including wood.
- Year 1 – describe the simple physical properties of a variety of everyday materials.
- Year 2 – identify and compare the suitability of a variety of everyday materials, including wood for particular uses.

Seasonal changes

- Year 1 – observe changes across the four seasons

Living things and their habitats (Year 2)

- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants.
- Identify and name a variety of plants and animals in their habitats, including micro-habitats.
- Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.