

# Animals and their Habitats Home Learning Pack



## Included in this pack:

- Reading practice: year 3/4 The Ant and the Pigeon
- Reading practice: year 5/6 The Fox and the Stork
- Cartoon template
- Habitats activity
- Design a Zoo activity
- Animal Alphabet worksheet

This home learning pack is designed for children in years 3 to 6 (ages 8–11) to complete, with some adult support where possible, over a week. It contains fun, engaging opportunities to develop and practise reading and writing skills that can be completed within a child's home environment, based around the topic of 'Animals Around the World'. Activity sheets are provided – but if you do not have access to a printer, all activities could be completed using any paper or writing books that you have at home.

For teachers' reference, the pack covers these key curricular skills:

## Reading

- to apply their growing knowledge of root words, prefixes and suffixes, to read aloud and to understand the meaning of new words that they meet;
- to check that a text makes sense to them, answering questions including using inference

## Writing

- year 3/4, to write narratives, creating settings, characters and plot
- year 5/6 to write narratives, integrating dialogue to convey character and advance the action.

## Science

- year 4, to recognise that living things can be grouped in a variety of ways
- year 6, identify how animals and plants are adapted to suit their environment.

## Geography

- to use maps to locate countries;
- to create sketch maps and plans

A week's worth of activities are described on the next pages, with helpful information for adults explaining how to use these resources with your child. They are designed to be as fun, practical and creative as possible – nurturing children's natural curiosity, developing their literacy skills, and keeping learning lively!

# Activities

## Reading practice:

Year 3/4 The Ant and the Pigeon

Year 5/6 The Fox and the Stork

Explain that these stories are based on ones told in Ancient Greece called 'Aesop's Fables'. These were shared to teach people a moral or lesson.

Your child could read the **story** independently, or together with an adult. Once read, talk about what has happened in the tale.

Use the comprehension **questions** to check your child's understanding of the story read. This could be done orally, or your child could write their answers on the sheet and discuss these with an adult once completed. An **answer sheet** is included.

## Animal story writing task

Using one of Aesop's Fables from the reading practice task, children should create a cartoon to retell the story using the **cartoon template** provided.

After retelling one of the tales, they could choose two different animals and create their own fable using another printout of the same cartoon template to help them to plan and organise their ideas. Encourage them to think about what will happen. They could write a fable based around two animals helping each other (like The Ant and the Pigeon) or about creatures that trick each other (like The Fox and the Stork).

Once they have created their cartoon, they could use this as a plan to write the story in full, using the **writing paper** in the pack. Look at the punctuation and language used in the reading practice texts to remind children of the skills that they should be including in their own fables.

## Habitats activity

In Key Stage 2, children must be able to group and classify animals and learn which habitats animals live in. These **activity sheets** have two tasks. In the first, your child must find examples of animals that belong to each group on the worksheet - they should use the internet or books to help them with this. As an extra challenge, they could also record the features of each animal group. The second task asks your child to group the animal pictures according to which habitat they live in. They could then choose one of the animals and write how it has adapted to its habitat.

## Design a Zoo activity

In this activity, your child must use the instructions on the **worksheet** to plan and design their own zoo! They can use their geography skills to create a map of the zoo, using a key. They will also need to research the animals that they intend to include in their zoo, finding out about their habitat, food and the countries that they can be found in. They can use the **animal fact cards** to record this information, highlighting on the map the countries where the animals can be found in the wild.

## Animal Alphabet worksheet

Can your child find an animal for each letter of the alphabet? (e.g. ant, bee, cat) and write it on the **worksheet**? This is an activity that you could complete in short bursts over the week.

As an extra challenge, you could ask them to find as many animals as possible for each letter. Or ask them to find animals that live in a certain habitat (e.g. desert, rainforest).

# Activities

## Other activities for children to try

Find and read further examples of Aesop's fables (e.g. The Boy Who Cried Wolf, The North Wind and the Sun) and discuss what the moral is for each one.

Listen to the music from 'The Carnival of the Animals' by Camille Saint-Saëns. Can they guess which animal each part of the music represents? Can they compose their own music for an animal using things that you have at home?

Write a fact file about a habitat. Find out:

- Where will you find the habitat?
- What is the climate like?
- What animals live there and how are they adapted?
- What plants live there and how are they adapted?
- Any other interesting facts.

Draw pictures of their favourite animals using paints, pencils or crayons. Perhaps they could find animal paintings by famous artists (e.g. Franz Marc) on the internet and create one in a similar style?