

GRADE 2 LEARNING PACK

Habitats, Needs & Helpful Features

Connect animals/plants with habitat needs and recognise simple useful features or behaviours.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Connect animals/plants with habitat needs and recognise simple useful features or behaviours.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Learn the idea

1 Habitats provide resources and conditions.

2 Features/behaviours can help organisms live in particular habitats.

3 Animals in the same habitat can still differ greatly.

Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

Match frog, fox, fish and bee to broad habitat needs.

Explain how webbed feet can help movement in water.

Compare two animals from different habitats.

Identify a habitat change that could affect food/shelter.

Avoid stereotype statement: "all desert animals only come out at night".

Try it beyond the page

Real-world / hands-on connection

Observe one local habitat from a respectful distance and record signs of living things.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Design a habitat card with food, water, shelter, space and one organism feature.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. What does a habitat provide?

2. Are all animals in one habitat the same?

3. Why should habitat claims be checked?

Quick review

1. In one sentence, explain the big idea of “Habitats, Needs & Helpful Features”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

Resources/conditions such as food, water, shelter and space.

2. Suggested response

No.

3. Suggested response

To avoid oversimplification and error.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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