

# Life Cycles - Lesson Plan

Intended Age: Foundation Phase

Focus: Knowledge & understanding of the world

## Curriculum Links:

**Range** - Myself and other living things

**Skills** - thinking about questions and then asking them and listening to the answer, making comparisons and identifying similarities and differences, sorting and grouping information using ICT on some occasions, describing what they have found out and offering simple explanations using and becoming familiar with common words and phrases for their world.

## Learning Objectives:

**To be able to explain and order a simple life cycle.**

**To recognise that the same animal can have several different names dependant on its age and gender.**

### Key Vocabulary:

Life cycle, Lamb, Sheep, Ewe, Ram, Cow, Calf, Bull, Heifer, Adult, Teenager, Child, Toddler, Baby, Chicken, Chick, Cockerel, Grow, Growth, Older, Younger, Taller.

## Introduction:

Play the Baby? Baby? Baby? Quiz with the class/group. Challenge the class to think of any more examples they can think of when thinking about animals and their offspring.

Watch the Science Farm – Life Cycles Video at [www.nfuonline.com/schools](http://www.nfuonline.com/schools)

## Main Session:

Split the children into groups of 4 and give each group a set of the 'life cycles cards' resource.

Children select one animal and arrange the life cycle into the correct order. They can then explain their chosen life cycle to the other children in their group.

The children can then stick their life cycle into an exercise book or use paper plates to create a life cycles display in the classroom.

## Plenary:

**Class discussion** - Now we know what a life cycle is can we think of any other examples of a life cycle? Encourage learners to think back to the introductory quiz if they are struggling for ideas.

## Extension Activities and more ideas:

- This activity lends itself exceptionally well to being run before visiting a farm - it will help encourage children to look out for animals in different stages of their development.
- Children could design and make their own cards for a different animal after having done some of their own research about an animal they are interested in.
- This activity could also be used with older learners to talk about plant reproduction as a refresher activity as well as a stimulus to discuss the difference between plants and animals.