**Survival of the Fittest**

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| AOLE: Science and Technology  |
| 4 Purposes:  |
| WM:  | DL:  |
| LO: Understanding and researching the theory of evolution; design a new animal to live in a new environment  |

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| Introduction:  | * Classroom discussion - what is the theory of evolution ?
* You could make a Grid GED - What do the pupls already know, what would they like to know ?
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| Main body:  | See resources for additional ideas and plans. * Activities
* Researching evolution and variation using the games ‘Guess Who’ and ‘Top Trumps’, noting simple recessive and dominant genes
* research mutation, understand that mutations can lead to advantages and disadvantages
* design an animal or plant which will flourish in a particular environment, explaining the reasons why
* research the effect of key scientists like Darwin, Anning and Wallace, using evidence to add to their evolutionary ideas
* examine the evolution of flight in birds through the fossil period by examining and creating their own cladogram
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| Extension:  | The pupils could create Google Sites with different sections to show what they have learnt. They could then share this with another class or school to help them to understand evolution.  |
| Plenary:  | * Fill in their Grid GED - noting what they have learnt through this unit of work.
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| Resources:  | [Survival of the fittest - STEM](https://www.stem.org.uk/resources/elibrary/resource/459616/survival-fittest)[Resource – Charles Darwin](https://www.puffinschools.co.uk/wp-content/uploads/2019/02/Puffin-Schools-KS2-Resource-Pack-Origin-Of-Species-STEAM.pdf) |