Y2 What Plants Need

KS1 Y2 Science · Follows the national curriculum

Name _____ Class _____ Date _____

1. Worked example

Name the 3 things a plant needs to grow and stay healthy.

Step 1 · What do you give a plant from a watering can?

Water

Step 2 · Where do we put plants so they grow well?

Somewhere with light, like a windowsill

Step 3 · Do plants grow in a freezing fridge?

No — they need a suitable temperature (not too hot, not too cold)

Answer: Water, light and a suitable temperature

Check: Plants also take in air and use goodness from the soil.

2. Now try one with the steps

Jamal's plant has droopy leaves and dry soil. What does it need?

Step 1 · Look at the clues

Step 2 · Which need is missing?

Answer:

3. Practice

Have a go at each one. There is space underneath to work it out.

1. Name one thing plants need to grow.

2. What happens to a plant that gets no water?

3. Where is a better place for a plant: a sunny windowsill or a dark cupboard?

4. What colour do a plant's leaves go if it is kept in the dark?

5. Will a plant grow well in a freezer?

6. Can a plant get too much water?

7. What does 'wilt' mean?

8. Which part of the plant takes in water from the soil?

9. In a fair test about light, what is the only thing you change?

10. Holly gave one plant 10 ml of water and another plant 20 ml. She wants a fair test about light. What mistake did she make?

11. A plant grew 3 cm in week 1 and 4 cm in week 2. How much did it grow altogether?

12. Why do farmers in the UK plant most seeds in spring, not winter?

13. A plant is tall, thin and pale. What does it need more of?

14. Why is a greenhouse a good place to grow tomatoes in the UK?

4. Before you hand it in

Thinking more water is always better.
Plants need the right amount of water — damp soil, not a swamp.

Thinking the tallest plant is always the healthiest.
Look for green leaves and strong stems, not just height.

Thinking plants eat soil food.

Plants need water, light and warmth — they make their own food.

Changing two things at once in a test (light AND water).

Change one thing, keep everything else the same.