

Living Things



Curriculum Links:

- Recognise that living things can be grouped in a variety of ways
- Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment
- Recognise that environments can change and that this can sometimes pose dangers to living things

Key Facts:

- Living things are also called organisms. They have to follow certain life processes to stay alive
- The life processes are: Movement, respiration, sensitivity, growth, reproduction, excretion and nutrition (MRS GREN)
- Living things can be grouped based on a number of criteria (habitat, features, type etc)
- A classification key can be used to group living things
- Habitats can change over the course of a year and this can affect the living things which live there
- Humans have positive and negative effects on the environments

Possible experiences:

- Group and sort animals and plants
- Use classification keys
- Observe minibeasts in their habitats and classify them
- Use software to create simple classification keys

We should already know:

- Animals can be grouped into different categories
- Animals are carnivores, herbivores or omnivores
- Name some plants
- Some examples of habitats
- Living things depend on each other to survive

Key Vocabulary

Biomes	A natural area of vegetation and animals
Carnivore	An animal that eats meat
Deciduous	A tree that loses its leaves in autumn
Evergreen	A tree or bush that has green leaves all year round
Excretion	The process of eliminating waste from the body
Habitat	The natural environment where an animal or plant normally lives
Herbivore	An animal that only eats plants
Invertebrate	A creature that does not have a spine
Life processes	The seven processes which tell us an animal is alive
Nutrition	The process of taking food into the body
Omnivore	An animal that eats plants and meat
Organism	A Living thing
Reproduction	When an animal or plant produces individuals similar to itself
Respiration	The process of breathing or photosynthesis in
Vertebrate	A creature which has a spine