

In science we are learning about...

Living Things & Their Habitats

Key Vocabulary

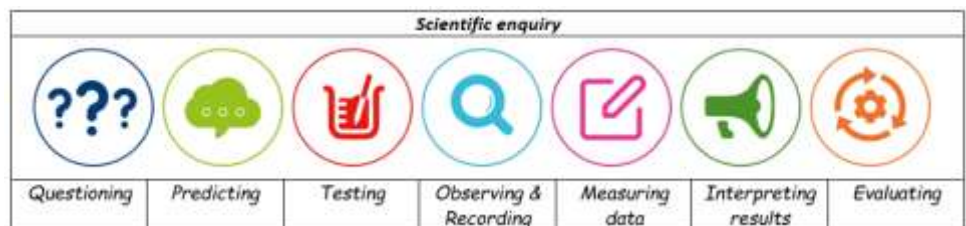


- **Vertebrate** - animals with a backbone (spine)
- **Invertebrate** - animals without a backbone (spine)
- **Environment** - the place (or conditions) where a person, animal or plant lives
- **Fish** - animals with gills and fins that have no arms or legs and live underwater
- **Reptiles** - animals that live on land, have a body covered in scales and lay eggs
- **Amphibians** - animals that can live in water and on land
- **Birds** - animals that have wings, a beak, and are covered in feathers
- **Mammals** - animals that have fur or hair and give birth to live young
- **Insects** - small animals that have 6 legs and their body is split into 3 parts
- **Arachnids** - animals that have 8 legs and their body is split into 2 parts
- **Molluscs** - animals that have a soft body and may have a shell
- **Classification Tree** - placing plants or animals into groups based on their similarities



Sticky Knowledge

- Vertebrates are animals that have a spine
- Fish, amphibians, reptiles, birds and mammals have different characteristics
- Invertebrates are animals that do not have a spine
- Insects, arachnids, crustaceans and molluscs have different characteristics
- Environments can change naturally through natural disasters
- Environments can change because of humans through pollution, deforestation, invasive species



Links to Previous Learning

- Explore and compare the differences between things that are living, dead, and never been alive (Y2)
- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other (Y2)
- Identify and name a variety of plants and animals in their habitats, including micro-habitats (Y2)



Aspirations

- Park ranger
- Ecologist
- Wildlife Protection Officer



Characteristics needed for this topic:

- Making links
- Curiosity
- Co-operation

