

# SCIENCE: YEAR 4 –LIVING THINGS AND THEIR HABITATS

Key Vocabulary	
<b>Amphibians</b>	Cold-blooded vertebrates that can live in water and on land. Usually have moist skin
<b>Biome</b>	A natural area of vegetation and animals
<b>Birds</b>	Warm-blooded vertebrates with feathers, and wings. Most can fly. They hatch from eggs
<b>Excretion</b>	The process of eliminating waste from the body
<b>Fish</b>	Cold-blooded (mainly) vertebrates that can only live in water. Most have scales and develop from eggs that the female lays outside her body
<b>Invertebrate</b>	Creature that does not have a spine
<b>Mammals</b>	Warm-blooded vertebrates that breaths air, grows hair and give birth to live young. Females produce milk for their babies
<b>Nutrition</b>	The process of taking food into the body and absorbing nutrients
<b>Reproduction</b>	When an animal or plant produces one or more copies of itself
<b>Reptiles</b>	Cold-blooded vertebrates that hatch from eggs
<b>Respiration</b>	Process of respiring—breathing—inhaling and exhaling air
<b>Sensitivity</b>	Responding to the external environment
<b>Vegetation</b>	Plants, trees and flowers
<b>Vertebrate</b>	A creature that has a spine

- ### Objectives
- Recognise that living things can be grouped in a variety of ways.
  - Explore and use classification keys to identify and name a variety of living things.
  - Recognise that environments can change, which can pose dangers to living things.

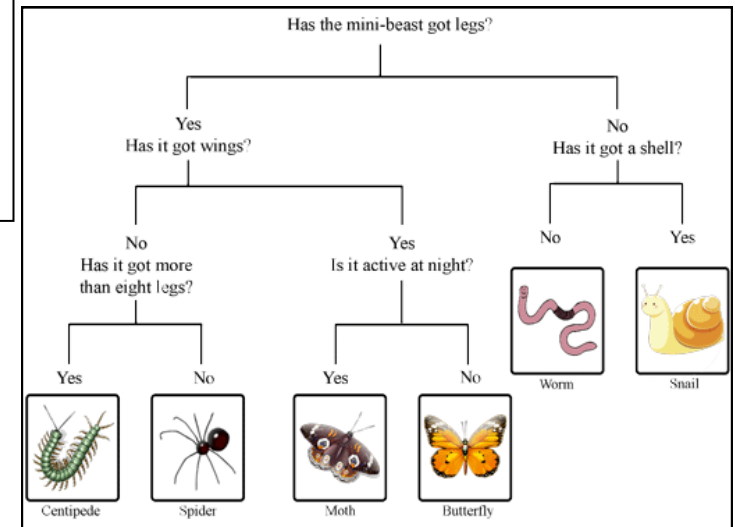


**Carl Linnaeus** simplified the naming of living things in 1735. Names of living things were often very long so he gave them a two-part (binomial) name. It was a mixture of genus and species (and in Latin) e.g. Human was Homo Sapien, Wolf was Canus Lupus and Lion was Felis Leo.

### Key Information

What is a classification key?

A classification key is a tool that uses yes/no questions to help you sort and identify.



Living things have 7 things in common...

**M**ovement

**R**espiration

**S**ensitivity

**N**utrition

**E**xcretion

**R**eproduction

**G**rowth

MRS NERG