Title: Liu	ring Things and Their Habitat	s Year Group: 4	Term: Summer
Vocabulary	you will know	CLASSIFICATION KEYS Has the mini-beast got legs?	
carnivore	An animal that eats meat.		
consumer	A living thing that eats other plants or animals.	A set of yes or no questions	5 VERTEBRATE GROUPS
food chain	A group of living things, beginning with a producer and consisting of several consumers.	about the characteristics of living things.	Vertebrate Characteristics Fish Scales, live in water, cold- blooded, lay eggs, gills Amphibians Smooth skin, live in water and land, cold-blooded, lay eggs
environment	The surroundings or conditions in which an animal or plant lives	Answer the questions and follow	Reptiles Scales, lay eggs, cold-blooded, lay eggs Mammals Mar or fur, warm-blooded, liv
habitat	Where a plant or animal lives.	the Lines depending on whether 🛛 🚀 🖓 🙀 🛸	births, lungs
herbivore	An animal that eats plants.	the answer is yes or no.	Birds de Feathers, warm-blooded, lay
impact	The effect an action has on something.	Centpede Spider Moth Butterfly	eggs, lungs
invertebrate		Key Learning. ✓ To recognise that living things can be grouped in a	
omnivore	An animal that eats plants	number of ways. ✓ To know that there are many different classes of anim	R espiration
life processes	See MRS GREN on this page	\checkmark To understand what the term 'habitat' means.	S ensitivity
organism	A living thing	\checkmark To use classification keys to identify a range of living	
predator	An animal that hunts and eats other animals.	 species ✓ To construct and interpret a variety of food chains, 	Growth
prey.	An animal that is eaten by other animals.	identifying producers, predators and prey. ✓ To recognise that habitats can change and this can	R eproduction E xcretion
producer	An organism that makes its	sometimes pose threats to living things.	N utrition
vegetation	Different plants, trees and	 To see the positive impact of humans on our pond environment. 	
vertebrate	An animal with a backbone.	\checkmark To understand the understand humans' responsibility i	n