## Living Things and their Habitats

## To understand living things

## Key Vocabulary

Life processes	The things living things do to stay alive.	
Respiration	A process where plants and animals use oxygen.	
Sensitivity	The way living things react to changes in their environment.	
Reproduction	The process through which young are produced.	
Excretion	The process by which living things get rid of waste products.	
Nutrition	The process of obtaining food.	
Habitat	Where particular animals or plants may live.	
Classi fication	This is where plants or animals are placed into groups according to their similarities.	
Vertebrates	Animals with a backbone.	
Invertebrates	Animals without a backbone.	
Amphibians	An animal that can survive in water and on land.	
Birds	An animal that has wings and is born from a hard-shelled egg.	
Fish	An animal that lives in water and has scales, gills and fins.	
Mammals	A type of animal that has hair on its body and usually drinks milk from its mother as a baby.	
Reptiles	A type of animal that is cold-blooded and has scaly skin.	
Herbivore	A living thing that just eats plants.	
Carnivore	A living things that just eats meat.	
Omnivore	A living thing that eats both plants and meat.	

We can group animals into five different groups based on their characteristics.



Fish

We can also group animals

they have a

or not.

based on whether

backbone (spine)





**Amphibian** 



Bird

We can also group animals based on the types of food they eat

Reptile



Omnivore

Mammal





Carnivore

Herbivore

Vertebrates	Invertebrates
dog	slug
cat	snail
human	butterfly
lion	spider
bird	crab
shark	bee
tiger	jellyfish

There are **seven things** that all living things do, we call these **life processes**. All **animals**, including **humans**, do these and **plants** do too! We can remember them with the help of **Mrs Gren!** 

Movement Respiration Sensitivity

Growth
Reproduction
Excretion
Nutrition





You can use classification keys to help group, identify and name a variety of living things. Here is an example of a classification key:

