



Key Vocabulary

Herbivore – An animal that eats plants

Carnivore – An animal that feeds on other animals

Omnivore – An animal that eats plants and animals

Producer – A plant that produces its own food

Predator – An animal that hunts and eats other animals

Prey – An animal that gets hunted and eaten by other animals

Consumer – An animal that eats something (used in a food chain)

Nutrients – substances that animals need to stay alive and healthy

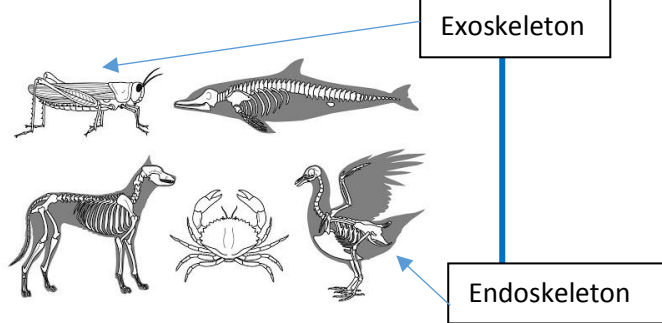
Vertebrate – Animals with backbones

Invertebrate – Animals without backbones

Endoskeleton – An internal skeleton

Exoskeleton – A rigid external covering of the body in an animal

Hydrostatic skeleton – A flexible skeleton



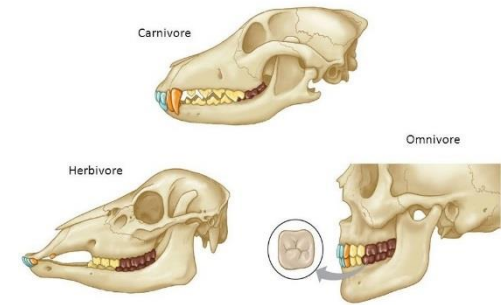
Key Information

- The teeth of an animal are designed to eat different foods depending on the diet of the animals
- Living things need food, water and air to grow and stay alive and healthy.
- Plants can make their own food but animals cannot.
- Skeletons protect organs, allow movement and support the body.
- Living things can be grouped in many ways – What they eat, skeletons, habitats

Enquiry Skills

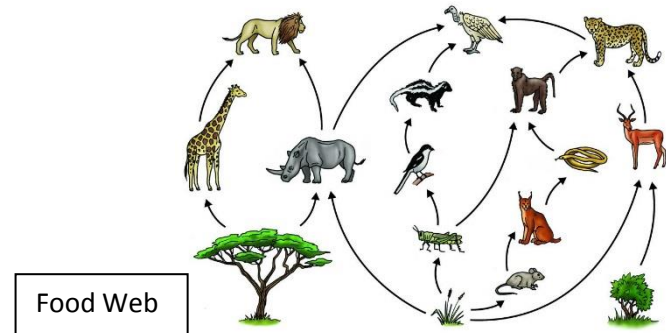
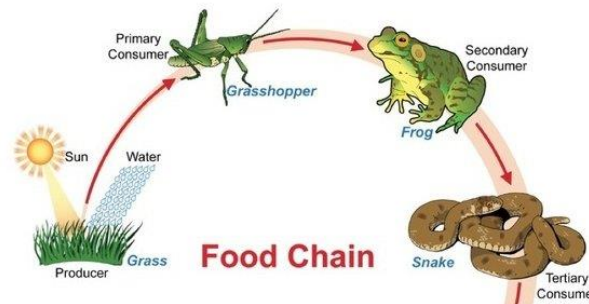
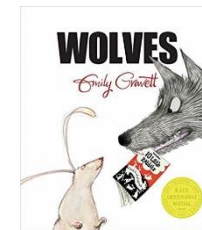
In this unit the pupils will:

- Compare the teeth of carnivores and omnivores
- Identify and groups animals with and without skeletons
- Compare and contrast the diets of different animals
- Use classification keys to help group and identify living things
- Construct and interpret a variety of food chains



Zoo

Kingfisher: Classification, Food chains



Food Web