

# Sithney C.P. School Knowledge Organisers



## Science. Biology: Classification

### Key learning:

Living things can be grouped (classified) in different ways according to their features. Classification keys can be used to identify and name living things. Living things live in a habitat which provides an environment to which they are suited (Year 2 learning).

These environments may change naturally e.g. through flooding, fire, earthquakes etc. Humans also cause the environment to change. This can be in a good way (i.e. positive human impact, such as setting up nature reserves) or in a bad way (i.e. negative human impact, such as littering). These environments also change with the seasons; different living things can be found in a habitat at different times of the year.

Plants and animals rely on the **environment** to give them everything they need. Therefore, when **habitats** change, it can be very dangerous to the plants and animals that live there.

Changes to an **environment** can be natural or caused by humans. Changes to an **environment** can have positive as well as negative effects. Here are some examples of things that can change an **environment**.

Natural	Human Made
earthquakes	deforestation
storms	pollution
floods	urbanisation
droughts	The introduction of new animal or plant species to an environment
wildfires	wildfires
The seasons	

### Key Vocabulary:

**Classification** - This is where plants or animals are placed into groups according to their similarities.

**classification keys** – used to identify and name living things.

**environment** - An **environment** contains many **habitats** and these include areas where there are both living and non-living things.

**Habitat** - The specific area or place in which particular animals or plants may live.

**human impact** – how humans cause changes the environment.

**Positive** – changing the environment in a good way.

**Negative** – changing the environment in a bad way.

**Deforestation** – decrease in forest areas across the world.

**Urbanisation** – expansion of towns and cities (urban areas).

**Wildfires** - uncontrolled fire in a forest, grassland, brushland, or land sown to crops.

**Pollution** - is the introduction of harmful materials into the environment

**Earthquakes** – is the sudden movement of the Earth's tectonic plates, resulting in shaking of the ground.

**Storms** – severe weather event.

**Floods** – overflow of water effecting usually dry land.

**Droughts** – lack of precipitation over a long period of time.

## Key Vocabulary:

**Vertebrates** - Animals with a backbone.

**Invertebrates** - Animals without a backbone.

**Carnivores** - an animal that eats meat: a meat eater.

**Herbivores** – an animal that only eat plants.

**Omnivores** – an animal that eats both plants and other animals.

**Predator** - an animal that eats other animals.

**Prey** - an animal hunted for food.

**Producers** - Producers are usually green plants which can produce nutrients (food) by photosynthesis.

**Primary Consumers** - herbivores, feeding on plants.

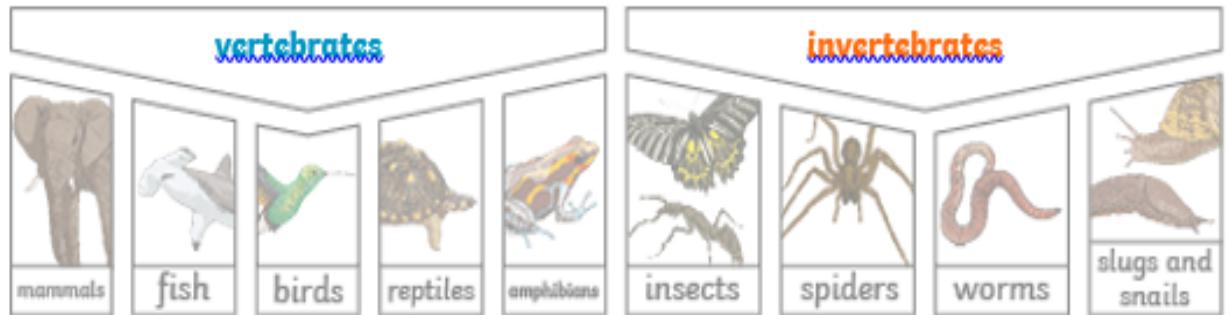
**Migrate** - is the travelling of long distances in search of a new habitat.

**Hibernate** - is a way that some animals deal with the harshness of winter. They curl up in a safe place and stay there until winter ends.

Plants can be sorted into many different groups. For example:



Animals can be grouped in lots of different ways based upon their **characteristics**.



**Vertebrates** can be separated into five broad groups.

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

You could sort **invertebrates** you might see around school in different ways, such as in this example. The vast majority of living things on the planet are **invertebrates**.

### Invertebrate Classification Key

