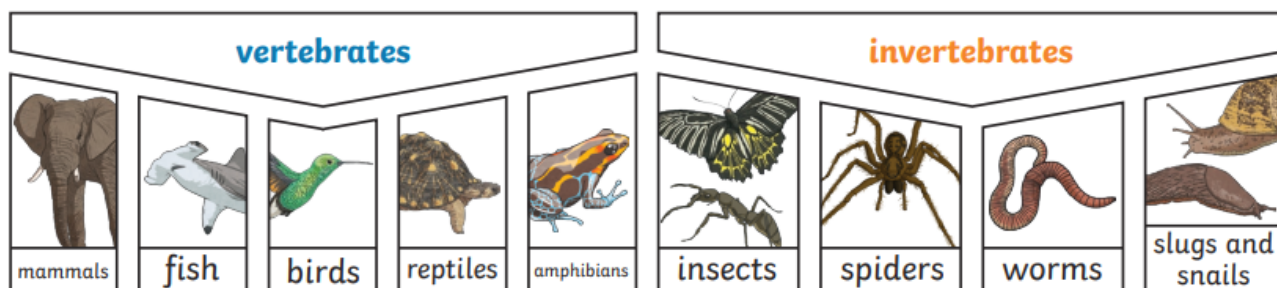




<b>Science</b>	<b>Year 4</b>
<b>Focus: Living things and their Habitats</b>	
<b>Age related scientific vocabulary</b>	

<b>vertebrate</b>	An organism with a spine (backbone)	<b>environment</b>	The surroundings or conditions in which a person, animal, or plant lives or operates.
<b>invertebrate</b>	An organism without a spine (backbone)		



### Key Knowledge

- All living organisms share seven life processes (characteristics) **Movement Respiration Sensitivity Growth Reproduction Excretion Nutrition** - this is how we know they are alive!
- Living things have lots of other similarities, and many differences too. We can use these similarities and differences to sort the living things into groups.
- When looking at animals, scientists usually split them into two groups: **vertebrates** (animals **with** a backbone) and **invertebrates** (animals **without** a backbone).
- Classification keys are a way of identifying living things through a series of questions based on their similarities and differences.
- Habitats can change for many different reasons. Some of these changes are natural (earthquakes, storms, floods etc), however most changes to habitats of living things are caused by humans (deforestation, pollution, urbanisation etc).
- Such changes to the environment can result in a species becoming endangered.

<b>Science</b>	<b>Carlton Assessment Grid</b>		
<b>Success Criteria</b>	<b>Pupil Reflection</b>		<b>Teacher Assessment</b>
I can group living things	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can identify vertebrates and invertebrates	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can use a classification key to identify familiar organisms	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can use a classification key to identify invertebrates in the local environment	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I recognise that environments can be changed to impact living things positively and negatively	Before <input type="checkbox"/>	After <input type="checkbox"/>	