



KNOWLEDGE ORGANISER: Science - Group and Classify Living Things - Year 4 Block 1

1. Understanding Classification

- Intention: Understand why we classify living things.
- Success Criteria: Can explain what classification is and its importance.

2. Identifying Characteristics

- Intention: Identify key features used to classify living things.
- Success Criteria: Can list and describe characteristics of plants and animals.

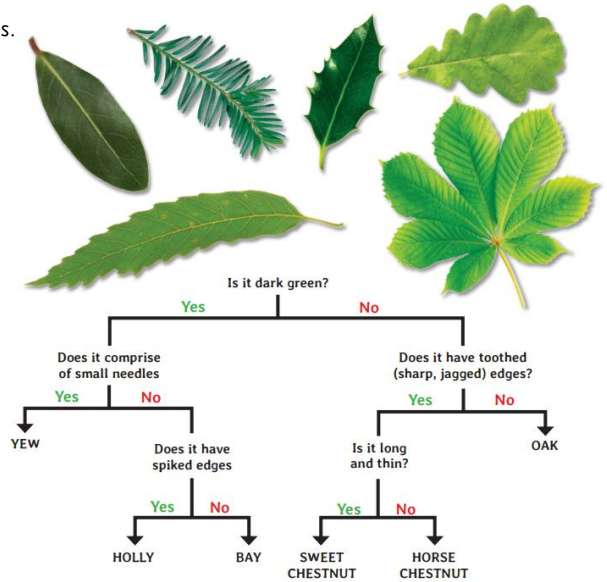
3. Grouping Living Things

- Intention: Group living things based on shared characteristics.
- Success Criteria: Can categorize living things into groups like mammals or plants.

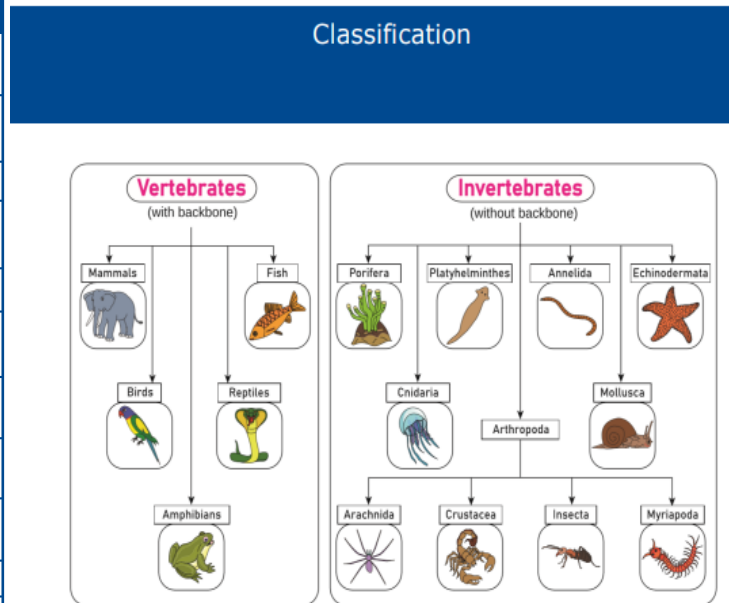
4. Using Classification Keys

- Intention: Use and create simple classification keys.
- Success Criteria: Can use and make basic keys to identify living things.

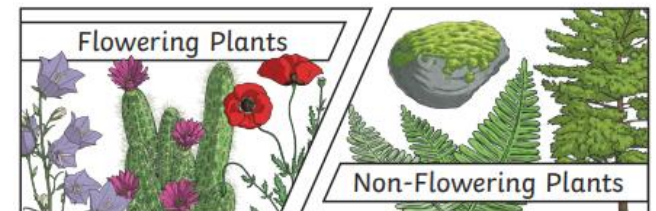
You can use classification keys to help group, identify and name a variety of living things. Here is an example of a classification key:



Key Vocabulary	
characteristic	A quality or appearance that makes an individual or a group different from others
classification	Grouping things based on their characteristics so that they can be identified
consumer	A consumer eats producers or other consumers in a food chain
environment	The conditions in which a living thing exists. Soil, climate and other living things all count as part of the environment.
hibernate	An animal or plant that spends the winter in a dormant state
invertebrate	An animal that does not have a backbone. Examples are snails, worms, spiders and insects
migrate	The long-distance movement of animals, usually due to a change in the seasons
predator	A predator is an organism that eats another organism. Examples are lions, bears and foxes
prey	Prey is the organism that a predator eats. Examples are zebras, fish and rabbits
producer	An organism that makes its own food, such as a plant
vertebrate	An animal that has a backbone. Fish, amphibians, reptiles, birds and mammals



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



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*
- earthquakes
 - storms
 - floods
 - droughts
 - wildfires
 - the seasons

- Human-Made*
- deforestation
 - pollution
 - urbanisation
 - the introduction of new animal or plant species to an **environment**
 - creating new nature reserves

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.