

Y2 Science –Term 2: **Living things and their habitats**

Things can be categorised as **living**, **dead** or has **never been alive**.

Living things are **plants, seeds** and **animals**. Objects like **rocks, plastics** and **metals** have **never been alive**.



alive



dead



Never been alive

Living things have **7 life processes**:

Movement

Respiration (breathing)

Sensitivity (touch)

Growth

Reproduction

Excretion (body waste)

Nutrition.

Animals and plants are **adapted** to live in their habitats, their characteristics help them move and find food in their **habitats**.



A **microhabitat** is a specific, small habitat for plants, animals and insects for example a pond, the bark of a tree or a rock.



pond



tree

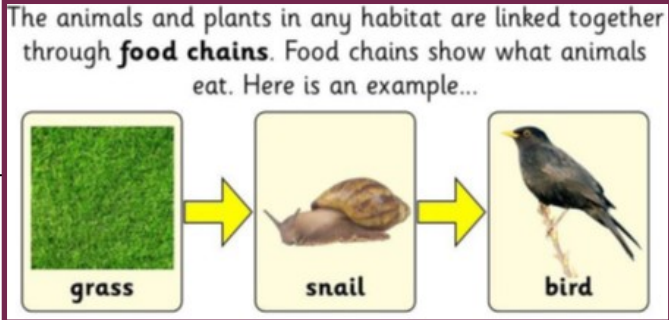


rock

Living things need 5 things to **survive** in their habitat



A plant is a **producer**. An **herbivore** is an animal that only eats plants. **Carnivores** are animals that only eat other animals. An **omnivore** is an animal that eats both plants and animals. A **scavenger** is an animal that eats dead animals.



Science Vocabulary

Adapted	How a plant / animal changes to fit the environment
Carnivore	An animal that eats other animals / insects
Excretion	Getting rid of waste materials (pooing and weeing)
Habitat	The natural environment of an animal / plant.
Herbivore	An animal that eats plants
Microhabitat	Small habitat such as a tree, pond or grassland
Omnivore	An animal that eats plants and animals / insects
Producer	Green plants are producers, they produce their own food
Respiration	Breathing - oxygen in / carbon dioxide out
Reproduction	Make offspring
Scavenger	An animal which eats dead animals
Sensitivity	Sensing and responding e.g. a plant responds to light and heat