

Frogwell School Year 2 Knowledge Organiser Term 2  
Science – Living things and their Habitats

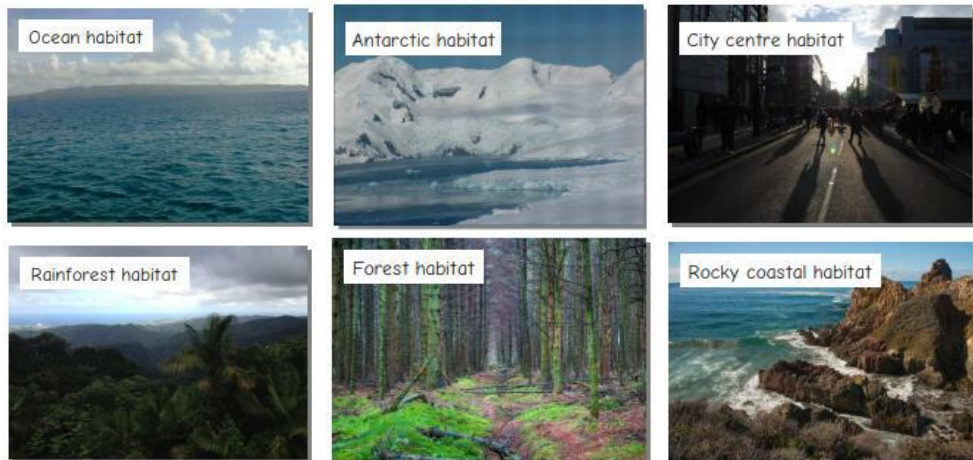
Things can be categorised as either living, dead or has never been alive. Living things are plants, seeds and animals. Some objects have never been alive, such as rocks, plastics and metals.

Animals and plants live in a habitat to which they are suited, which means that animals have suitable features that help them move and find food and plants have suitable features that help them to grow well.

To survive, living things have 7 life processes:

- M**ovement
- R**espiration (breathing)
- S**ensitivity (touch)
- G**rowth
- R**eproduction
- E**xcretion (body waste)
- N**utrition.

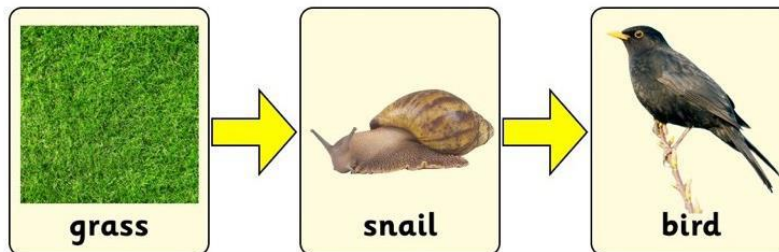
Animals and plants are specially **adapted** to live in their habitats.



A **microhabitat** is a very specific, small home environment for plants, animals and insects for example a pond or under a stone.

A **carnivore** is an animal that only eats other animals. An **herbivore** is an animal that only eats plants. An **omnivore** is an animal that eats both plants and animals. A **scavenger** is an animal that eats dead animals.

The animals and plants in any habitat are linked together through **food chains**. Food chains show what animals eat. Here is an example...



Science Vocabulary:

Adaptation	How a plant / animal changes to fit the environment
Carnivore	An animal that eats other animals / insects
Consumer	All animals are consumers, consume their food.
Environment	The surroundings where an animal or person lives.
Excretion	Getting rid of waste materials.
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
Predator	Animals that eat other animals
Prey	Animals that are hunted for food by other animals
Producer	Green plants are producers, they produce their own food
Respiration	Creation of energy from breathing / converting oxygen / carbon dioxide
Sensitivity	Sensing and responding to the environment. E.g. respond to changes in light, heat or sound.

