

Living- to have life

Dead- were once alive

Never been alive- made of metal or plastic, never had the life processes

Suited/ suitable- the right situation or fit

Food– contains nutrients and is eaten

Food chain– how each animal gets its food

Shelter– a place that gives protection against the weather or danger

Move- to change position or place

Feed-give food

Names of local habitats: pond and woodland

Names of micro-habitats: under logs and in bushes

Living Things and Their Habitats

What I should already know?

• Name a variety of common wild and garden plants, including deciduous and evergreen trees.

- The basic structure of a variety of common flowering plants, including trees.
- Name common animals including fish, amphibians, reptiles, birds and mammals.
- Name common animals that are carnivores, herbivores and omnivores.
- Describe and compare the structure of animals (fish, amphibians, reptiles, birds and mammals, including pets).
- The changes across the four seasons.

Key learning points.

Examples of microhabitats:





ocean







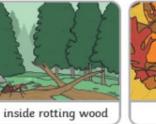




flowers



coastal







Food chains. The arrows mean 'is eaten by'.





Offspring- the child of an animal

<u>**Reproduction**</u>- when living things make new living things

<u>Growth</u>- process of growing

<u>Child–</u>a young human

Young/old stages (examples chick/hen, baby/child/adult, caterpillar/butterfly)

<u>Exercise</u> a physical activity to keep fit

<u>Heartbeat</u> a single complete pumping motion of the heart

Breathing- to take air into the lungs and let it out

Hygiene- how clean something is

<u>Germs</u>- bugs that cause disease and illness

Disease- illness or sickness

<u>Food types</u> (examples – meat, fish, vegetables, bread, rice, pasta)

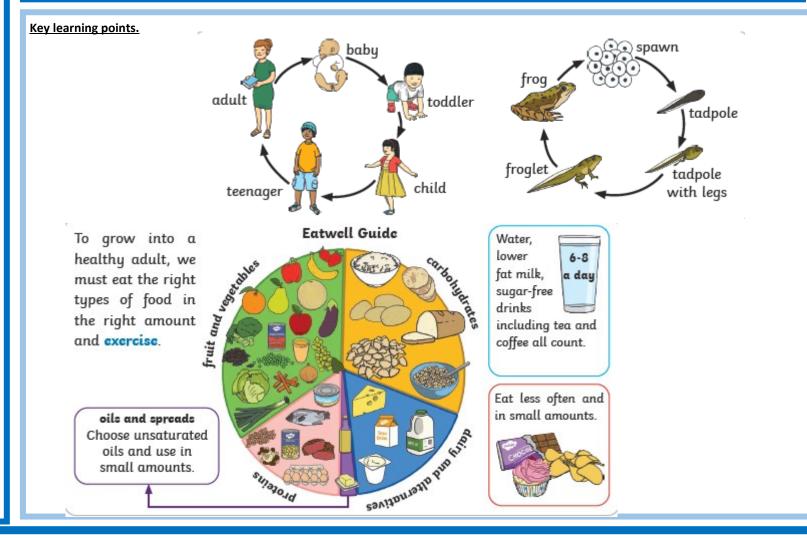
Animals Including Humans SC

What I should already know?

• Identify and name animals that are carnivores, herbivores and omnivores.

• Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Year 1 Animals Including Humans



<u>Names of materials –</u> wood, metal, plastic, glass, brick, rock, paper, cardboard

Properties of materials:

Opaque- not letting light through

Transparent-letting light pass through

<u>Translucent</u> letting some light through

Reflective- able to bounce back light

Non-reflective-non able to bounce back light

Flexible- easy to bend without breaking

<u>**Rigid**</u> not possible to bend

Shape-appearance of an object

<u>Push</u>-using pressure to move something further away

<u>Pull</u>_take hold of something and bring it nearer

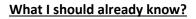
<u>**Twist**</u> to bend or turn in the opposite direction

<u>Squash</u> to press or crush into a flat mass

<u>Bend-</u>things can be folded easily.

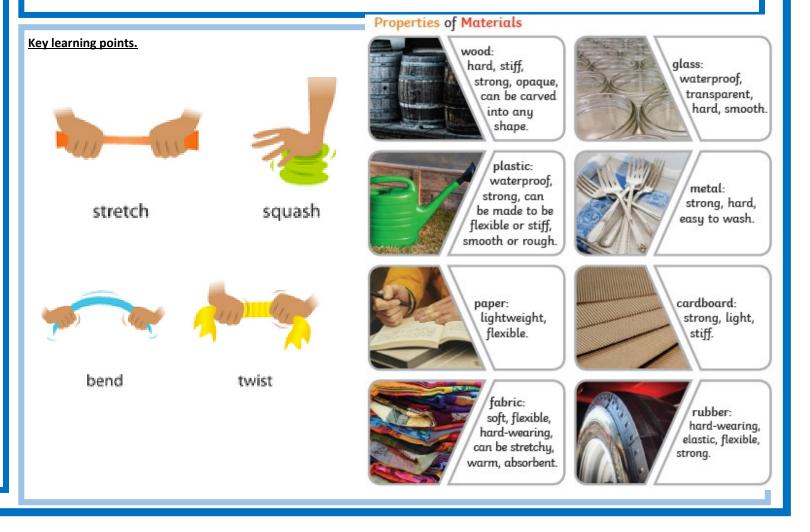
<u>Stretch-</u> can be pulled to make it longer or wider

Everyday Materials



- An object and the material it is made of.
- Identify and name everyday materials, including wood, plastic, glass, metal, water, and rock.
- Describe the properties of everyday materials.
- Group together everyday materials based on their simple physical properties.

Year 1 Everyday Materials





<u>Light-</u> makes it possible for us to see

<u>Shade</u>– darkness caused by the light being blocked.

<u>Sun</u>– the star in the middle of our solar system, which provides light

<u>Warm–</u> giving off heat

Cool- cold and not warm

<u>Water</u>– all plants need water to grow

<u>Grow–</u>to get bigger

<u>Healthy</u>_being well and fit.

Plants

What I should already know?

• Identify and name common wild and garden plants, including deciduous and evergreen trees.

• The basic structure of a variety of common flowering plants, including trees.

Year 1 Plants

Key learning points.

