

Key Information	
Mammals	A warm-blooded animal which has fur or hair, produces milk and gives birth to live young.
Birds	A warm-blooded egg-laying animal with feathers, wings, a beak, and typically by being able to fly.
Reptiles	They are cold-blooded, they have dry scaly skin and lay eggs on land.
Amphibians	A cold-blooded animal with slimy wet skin, they can live on the land or in water.
Fish	They are cold blooded; they have fins and have gills to breathe underwater.
Insects	They have 6 legs and 3 body parts: head, thorax and abdomen.
Molluscs	They have a slimy foot and often have a shell.
Life processes	Something is classed as a living thing if it does all of the 7 life processes. They can be remembered as Mrs Gren or Mrs Nerg (Movement, respiration, sensitivity, growth, reproduction, excretion and nutrition).

Vocabulary	
Habitat	The type of environment where an organism lives
Vertebrates	Animals that do have a backbone such as birds, mammals, reptiles, fish and amphibians.
Invertebrates	Animals that do not have a backbone such as insects and molluscs.
Classification key	A classification key is a series of questions about physical characteristics. They can be used to identify an unknown animal.
Micro-habitat	A small, specialised habitat such as a rockpool or tree stump.
Endangered species	A species of animal or plant that is seriously at risk of extinction.
organism	Any living thing.
Key	A chart that places things in a logical way in order to sort and classify them.

Key Diagrams

Life Processes

To stay alive and healthy, all living things need certain conditions that let them carry out the seven life processes:

- Movement
- Respiration
- Sensitivity
- Growth
- Reproduction
- Excretion
- Nutrition

