

## Science - Year 4

Living Things & their Habitats – Block 4LvH

# Name That Living Thing!

Session 3

**Resource Pack**

## Sort It!

This activity is based on the card game 'Happy Families'. There are 24 cards in the pack – 6 sets of 4 cards. Print these out on card if possible. Give a set to each group of 2, 3 or 4 players.

Each group should carry out the following activities:

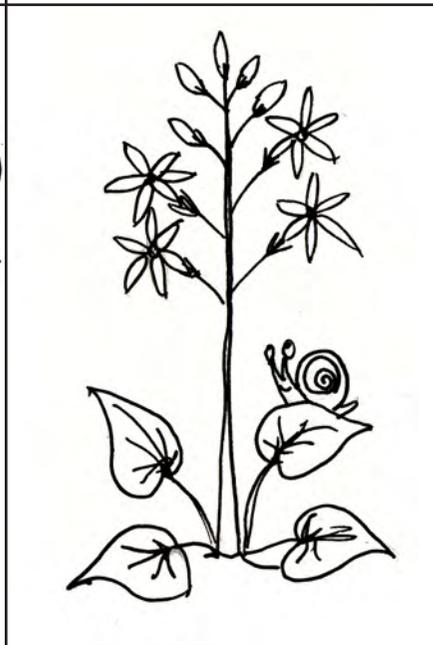
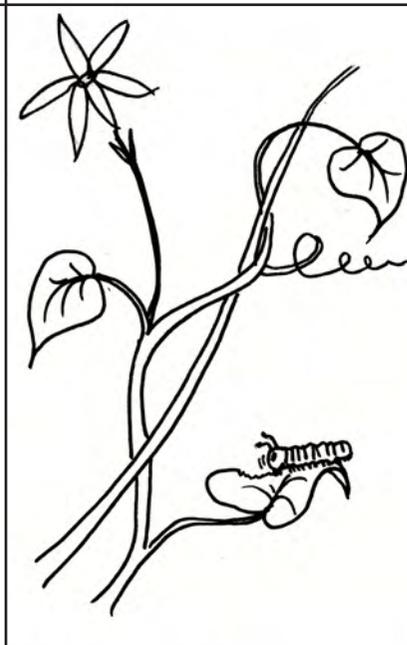
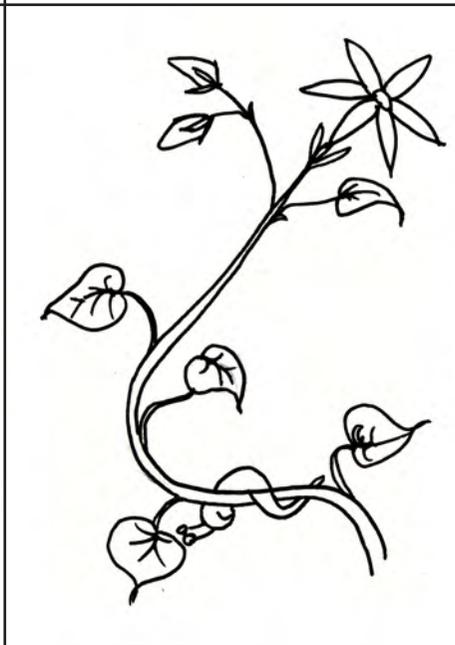
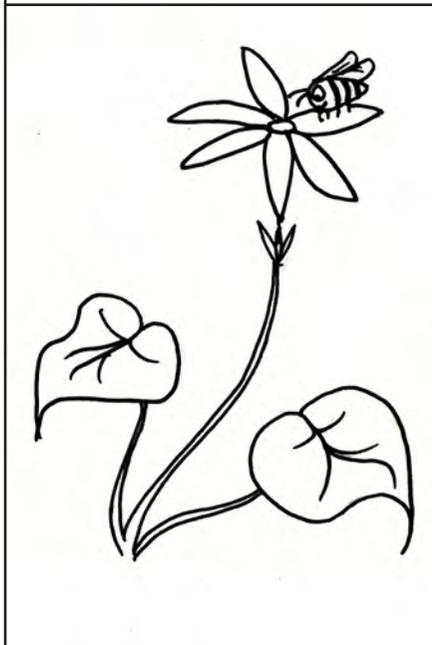
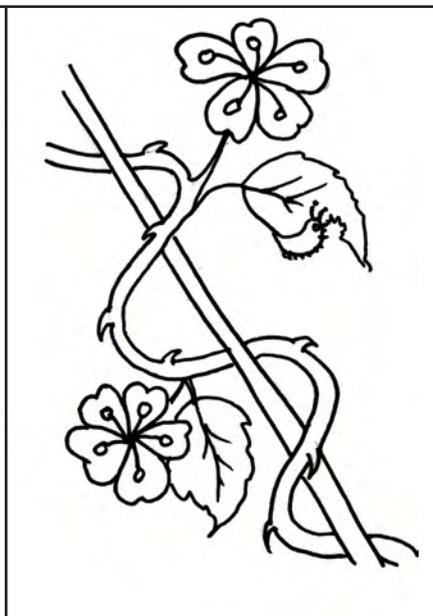
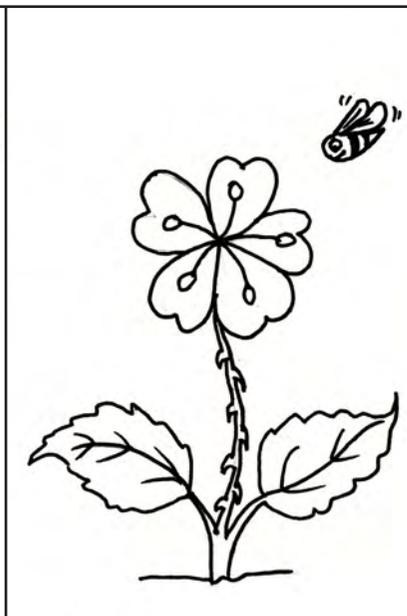
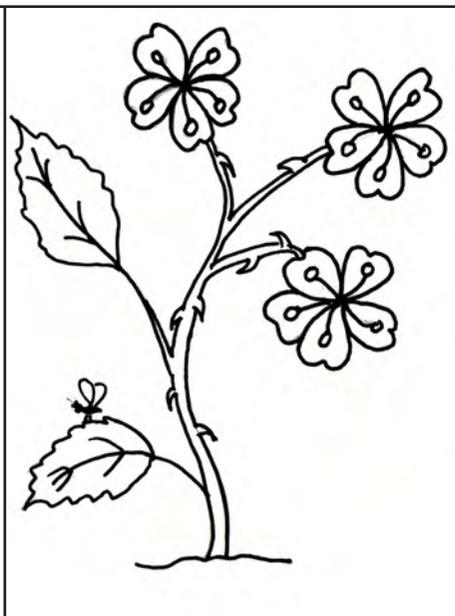
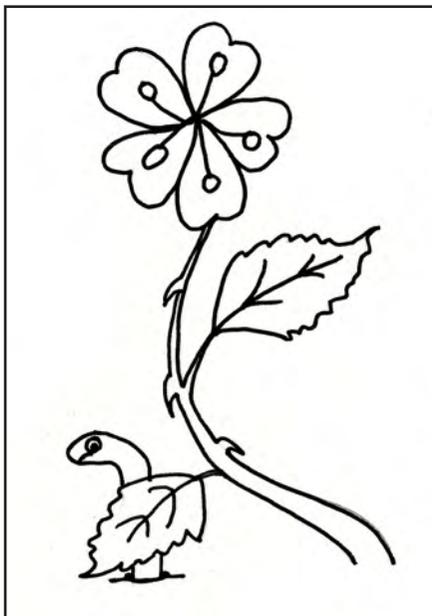
1. They spread out the cards face up and sort them into groups however they like. Ask for feedback on how and why they sorted the cards. Hopefully different groups will have chosen different ways. Point out to children that most objects including living things can be sorted in different ways.

2. Tell the children that this pack was designed as 6 sets of 4 cards. *Can they find a way to sort them into fours?* Compare their results with the master sheet. Point out the plant features that were used for this.

3. Ensure that all groups can recognise the separate groups. Ask each group to play 'Happy Families'. The idea is to try and collect all the members of one 'family'. Deal out 3 cards each and then place the rest in a pile face down. Children take it in turns to ask the next child on their left for a particular card (using leaves plus insects to describe them is easiest or they could point to the master sheet; they must already have at least one of that set in their hand), e.g. a card with a plant with large, broad leaves and a bee. If the next child has that card they must hand it over and the first child has another go. If the next child does not have that card then they say 'Go collecting' and the original child has to take a card from the top of the pile. If they luckily pick the card they want they can show it to the rest of the children and have another go; if not then the turn passes to the next child. When a child has all 4 cards in a set they lay them down.

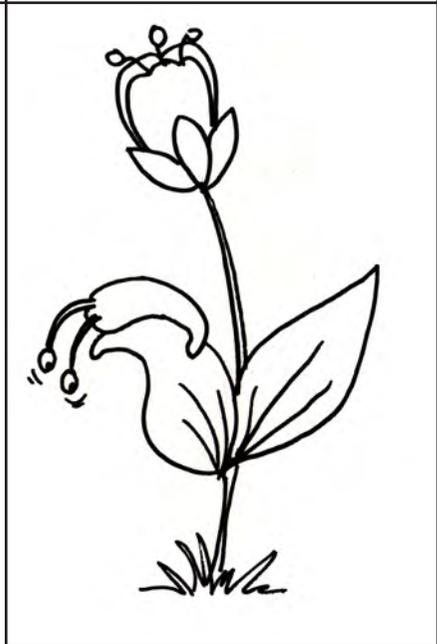
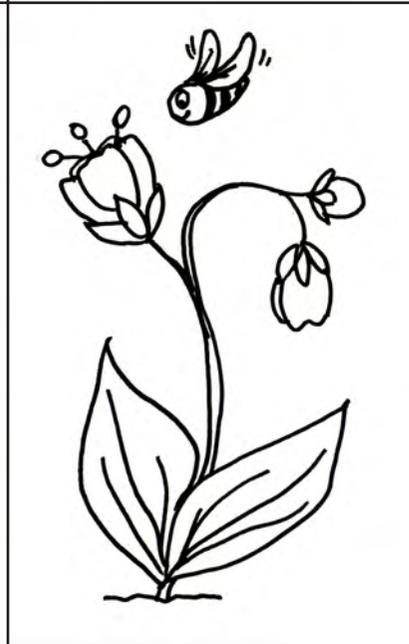
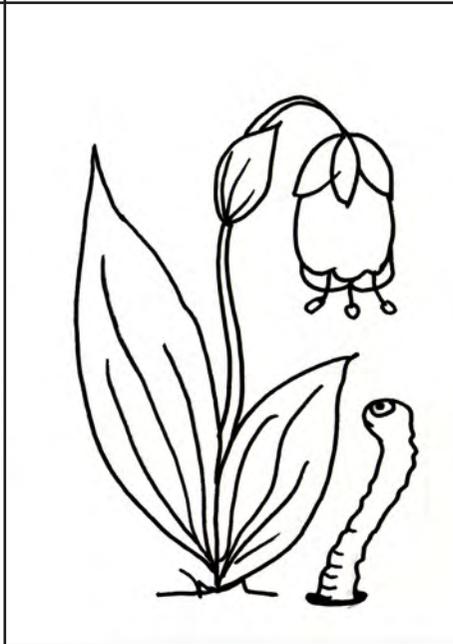
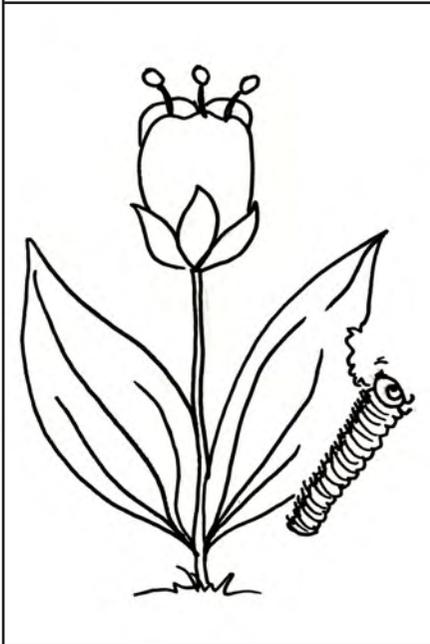
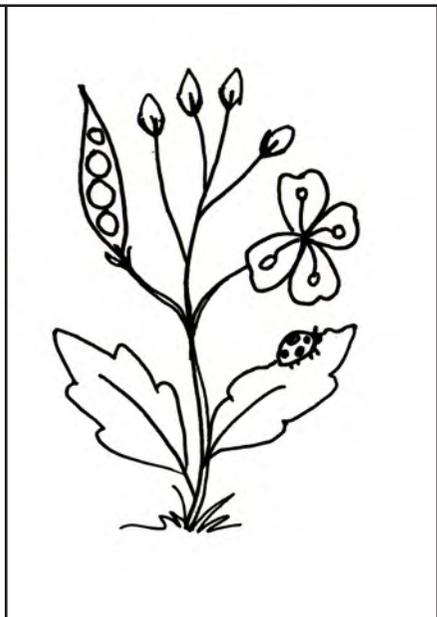
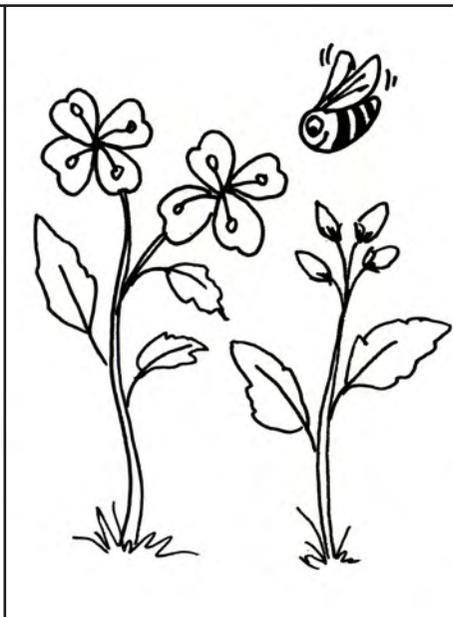
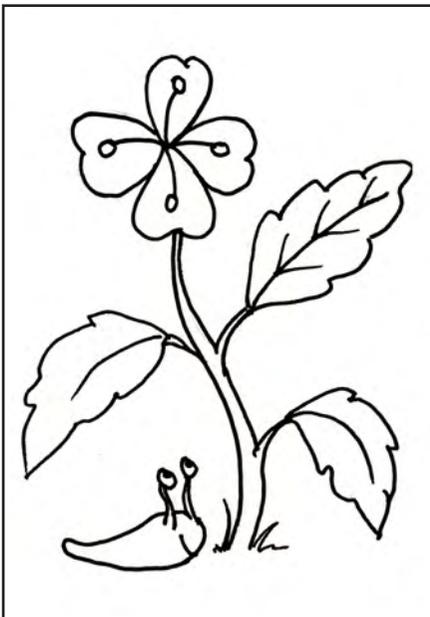
4. After a few minutes ask children if there are any problems with the game and draw out that it would be easier if each 'family' had a name. Give agreed names to the families based on plant features and then let the children play the game again after shuffling and re-dealing the cards.

Top Row - Family 1



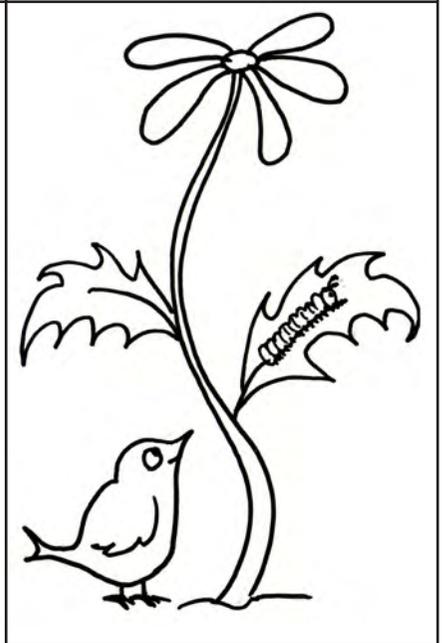
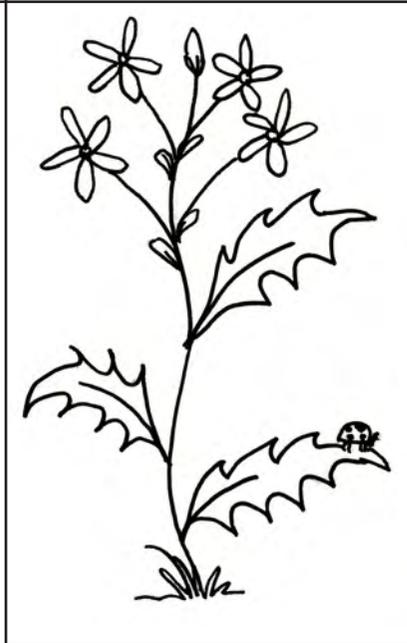
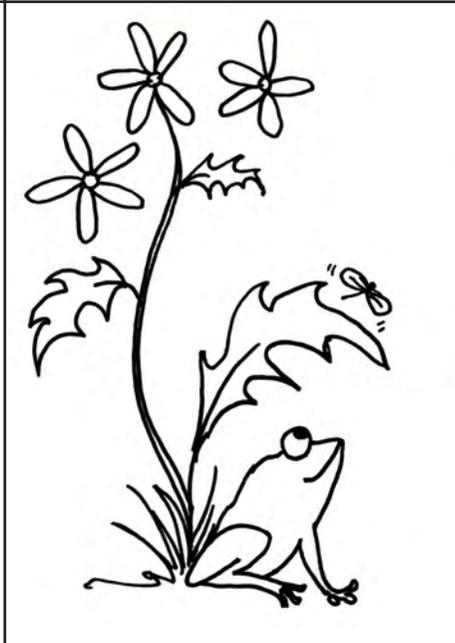
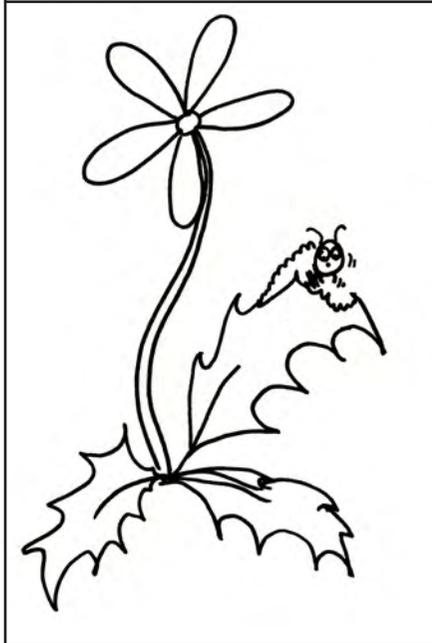
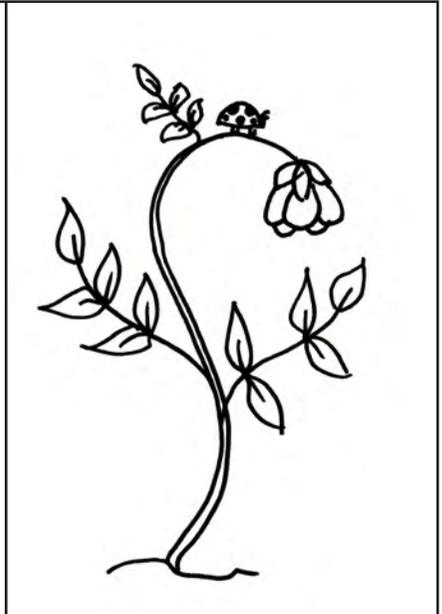
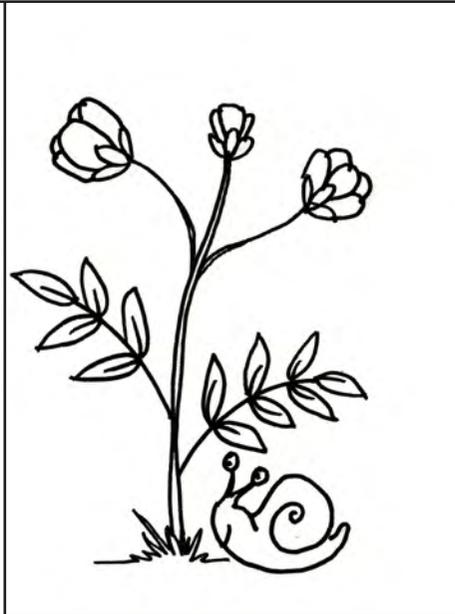
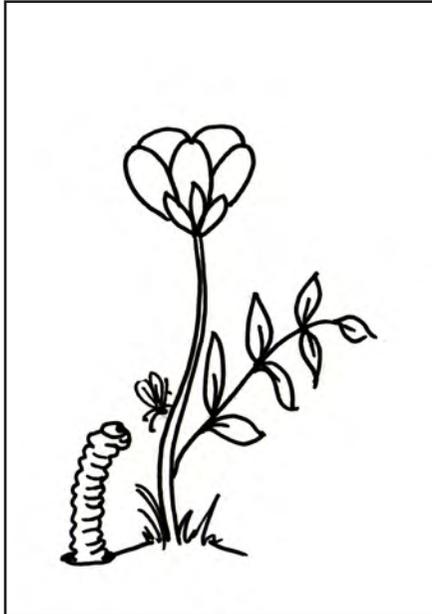
Bottom Row - Family 2

Top Row - Family 3



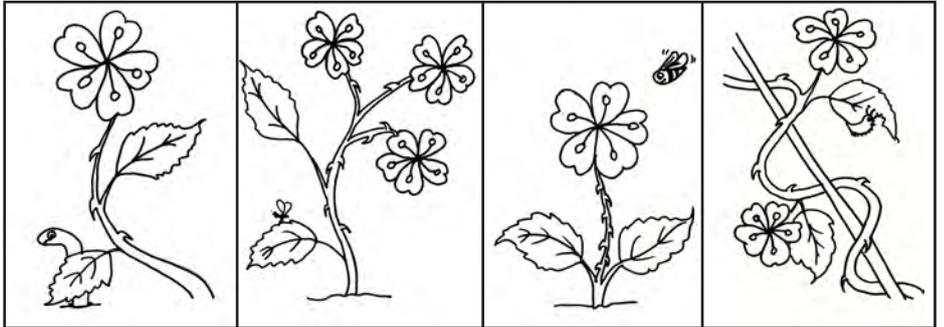
Bottom Row - Family 4

Top Row - Family 5



Bottom Row - Family 6

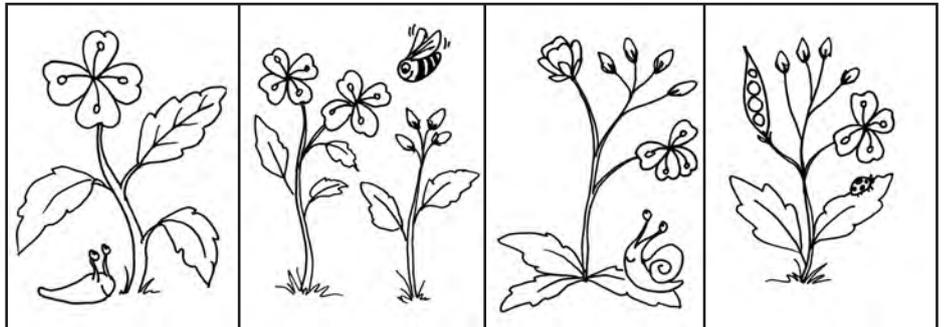
Family 1



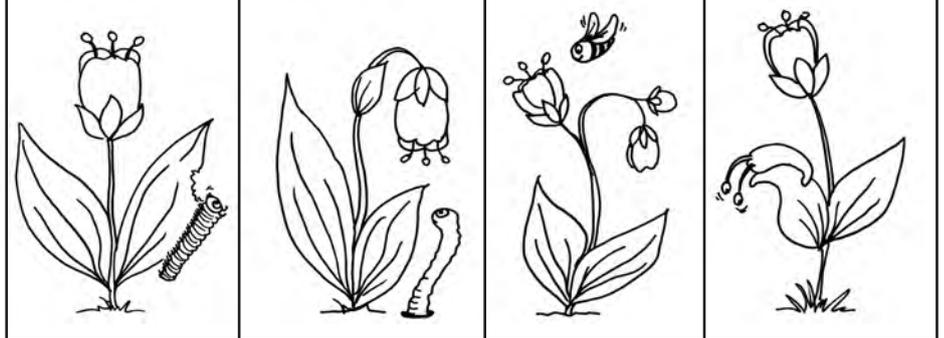
Family 2



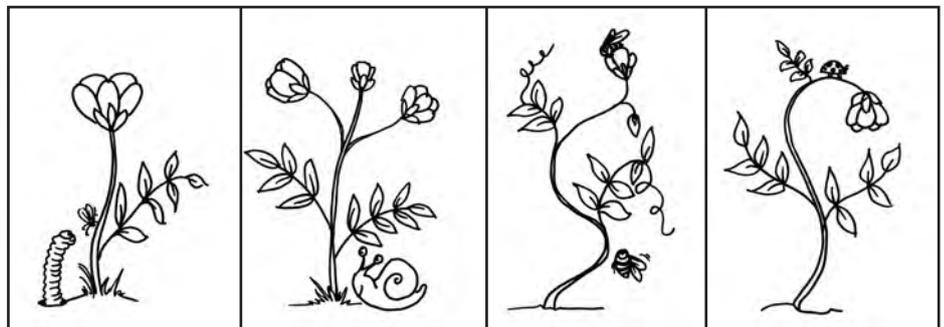
Family 3



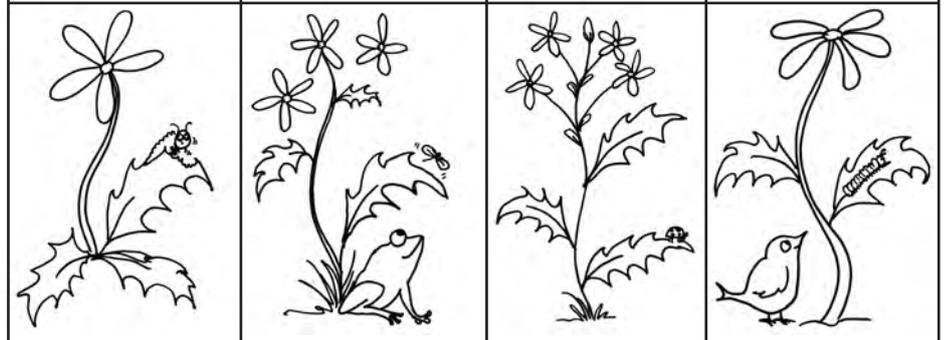
Family 4



Family 5



Family 6



### Simple classification of some Living Things

Animals and Plants are two of the 5 kingdoms of Living Things.

Animals		Plants	
Vertebrates (have a backbone)	Invertebrates (no backbone)	Non-seed producing	Seed Producing
For example; Mammals Birds Fish Reptiles Amphibians	For example;  Arachnids (spiders) Insects	For example;  Algae Fern Mosses	For example;  Flowering plants Trees