Coleman Primary School

Key Knowledge Organiser: ***Year 6- Autumn 1***

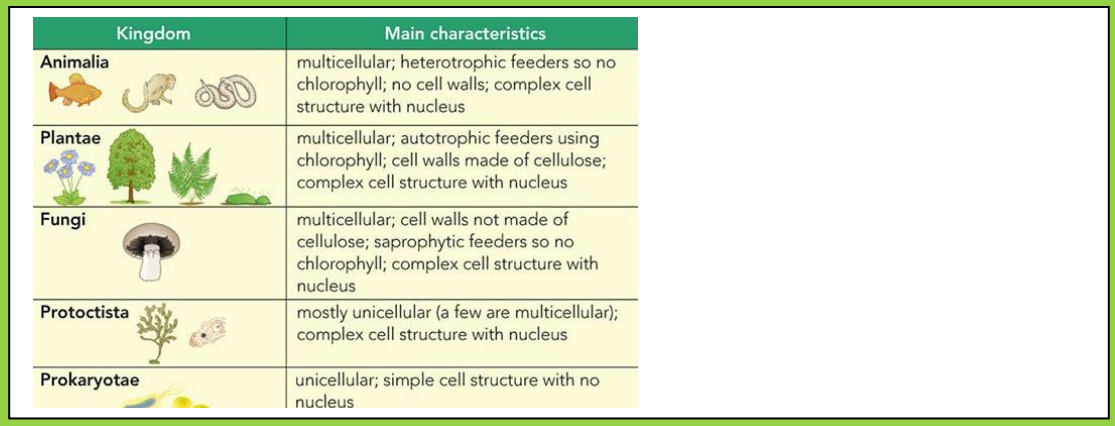
Science: Classifying living things

In this unit the children will build on their learning about grouping living things, by looking at the classification system.

Key Vocabulary

Amphibian	An animal with an internal skeleton that lives both in and out of water.
Bacteria	Single-celled organisms, most of which can only be seen with a microscope.
Bird	An animal that can often fly and has an internal skeleton.
Fauna	Living things that are animals.
Fish	An animal with an internal skeleton that lives in water and has gills.
Flora	Living things that are plants.
Fungi	Taxonomic kingdom comprising all the fungus groups and sometimes also the slime moulds.
Genus	The group that an organism belongs to.
Insect	An animal with 6 legs.
Invertebrate	Animal without a backbone.
Mammal	An animal that gives birth to live young.
Microbe	Tiny-single cell bacteria.
Mushroom	Any of various fleshy fungi including the toadstools, puffballs, coral fungi and morels.
Organisms	Living things.
Reptile	Are animals that are cold-blooded. Most reptile lay eggs and their skin is covered with hard, dry scales.
Species	The sub-group within a genus that an organisms belongs to.
Toadstool	Any of various mushrooms having a stalk with an umbrella like cap.
Vertebrate	An animal with a backbone.

Images:



Kingdom	Main characteristics
Animalia	multicellular; heterotrophic feeders so no chlorophyll; no cell walls; complex cell structure with nucleus
Plantae	multicellular; autotrophic feeders using chlorophyll; cell walls made of cellulose; complex cell structure with nucleus
Fungi	multicellular; cell walls not made of cellulose; saprophytic feeders so no chlorophyll; complex cell structure with nucleus
Protoctista	mostly unicellular (a few are multicellular); complex cell structure with nucleus
Prokaryotae	unicellular; simple cell structure with no nucleus

Knowledge:

- To know the 7 life processes that all living things need.
- To know that we can classify living things based on similarities and differences.
- To know that a classification key is used to group living things based on characteristics.
- To know that scientists have classified living things into 5 kingdoms: protist, monera, fungi, animalia, plantae.
- To know that Carl Linnaeus created the naming system for all living things.
- To know structure and life cycle of fungi, using a mushroom as an example.
- To know that bacteria can be harmful/useful
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Scientific skills learned prior to this unit:

- Plan different types of scientific enquiries to answer questions.
- Record findings using simple scientific language, drawings and labelled diagrams.
- Use straightforward scientific evidence to answer questions or to support their findings.

Scientific skills learned this unit:

- Plan different types of scientific enquiries to answer questions, including recognising and controlling variables.
- Record findings using simple scientific language, drawings and labelled diagrams, classification keys, bar and line graphs
- Identify scientific evidence that has been used to support or refute ideas or arguments.