

**Science – Year 3/4A Spring 1**

Living Things and their Habitats

# **A World of Living Things**

Session 1

**Resource Pack**

### What Makes a Living Thing?

There are \_\_\_\_\_ activities that all living things do. They are called \_\_\_\_\_ processes.  
If something does \_\_\_\_\_ seven processes it is \_\_\_\_\_.  
A good way to remember them all is \_\_\_\_\_.

life    alive    seven    all  
MRS NERG

*Copy these sentences onto your book page and write the correct word in each space. Choose from the words in the box.*

**Movement**

**Reproduction**

**Sensitivity**

**Nutrition**

**Excretion**

**Respiration**

Cut out each of the 7 flaps. Fold a narrow strip at the top of each one above the label. Glue the back of the folded strip and stick each one onto your book page.

These will become your lift-up flaps.

**Growth**

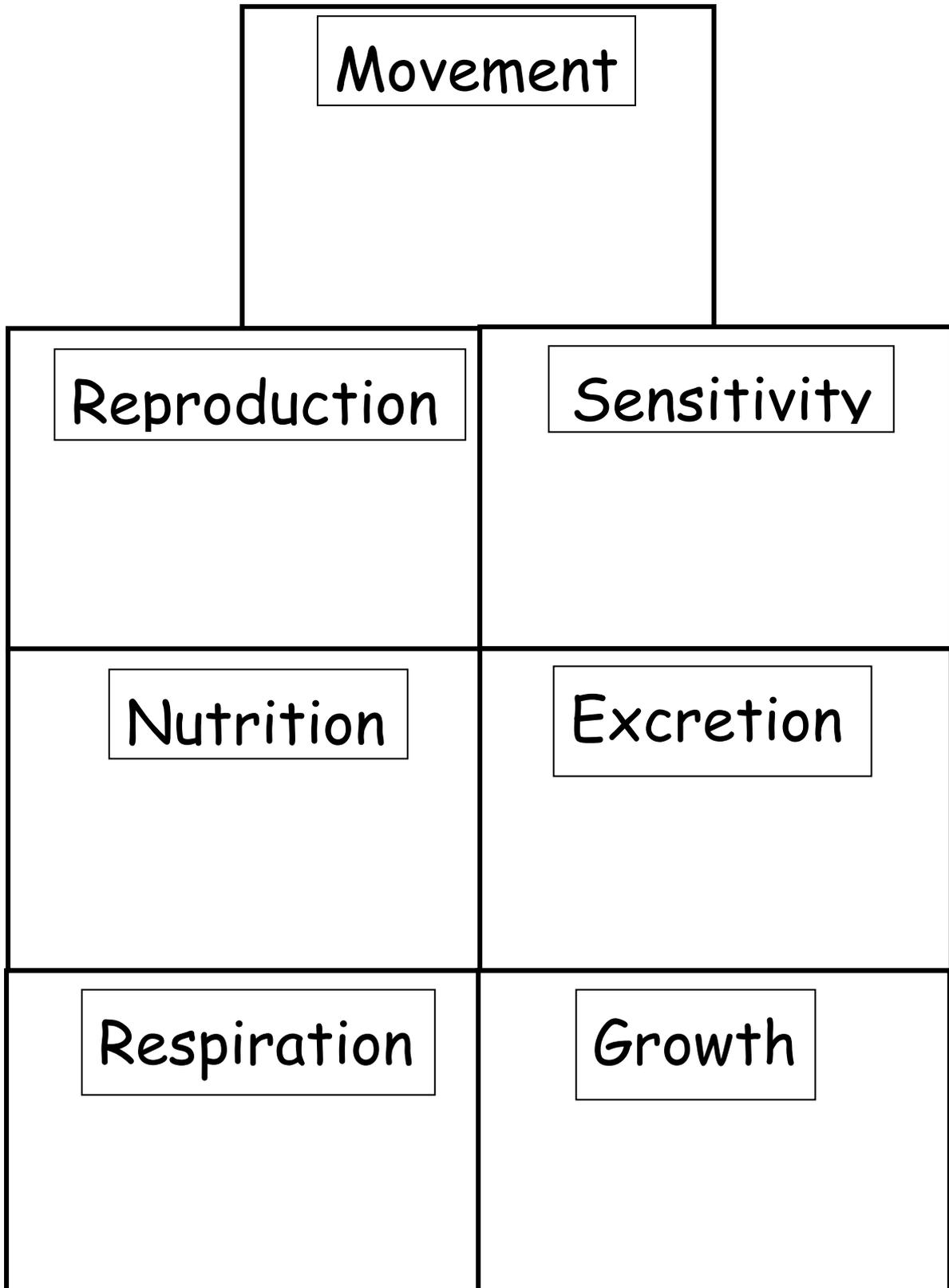
### 7 Life Processes Prompt Sheet

Plants make their own food using energy from the sun and animals eat plants and other animals for food	All plants and animals grow	Animals have babies and plants make seeds
All animals and plants use oxygen to make energy from their food	Animals use their senses and respond to the world around them, while plants can grow towards light	Plants get rid of waste gases and water and animals get rid of waste too when they pee and breathe out
All animals can move and plants can turn towards the light		

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Alive Alive-Oh! Playing Board



## Alive-Alive-Oh! Playing Tiles

Both plants and animals can sense the world around them and respond to it	Both plants and animals can sense the world around them and respond to it
All living things need food. Plants make their own using energy from sunlight and animals eat plants/meat	All living things need food. Plants make their own using energy from sunlight and animals eat plants/meat
All living things can make new versions of themselves. Animals lay eggs or give birth and plants make seeds	All living things can make new versions of themselves. Animals lay eggs or give birth and plants make seeds
Animals and plants all need to get rid of waste. Animals wee and breathe out gas, plants get rid of waste gas too	Animals and plants all need to get rid of waste. Animals wee and breathe out gas, plants get rid of waste gas too
Both plants and animals grow bigger	Both plants and animals grow bigger
All living things use oxygen to turn their food into energy	All living things use oxygen to turn their food into energy
Plants can move by growing towards the light or turning their roots downwards. Animals move too	Plants can move by growing towards the light or turning their roots downwards. Animals move too

(One for each of the 7 Life Process)

## How to Play Alive-Alive-Oh!

This is an active team game that will reinforce the scientific vocabulary and concepts from today's session. If you run out of time, you could even play it as a warm up game in P.E.

### Resources

1 playing board per team and one set of cut up playing tiles (you can make 2 sets from each sheet)

### The object of the game

The first team to collect all 7 playing tiles (one for each of the life processes) and shout out "Alive-Alive-Oh!" wins the game!

- Divide the class into teams of 4-6 (the smaller the team, the more active they will be)
- Give each team an Alive-Alive-Oh! playing board.
- If you are playing in the classroom allocate each team a table that will be their base. If you are in the hall or outside, position the teams in a line at one end of your playing space.
- **Scatter the tiles** - If you are in the classroom, scatter the tiles all around the room. If you are outside, scatter them in a line at the far end of your playing space and ask the children to help spread them out and turn them all face down before returning to their team base.
- Ask the teams to number the players within their team from 1 upwards.
- On the word "Go!" player number 1 runs (or walks if you are in the classroom) to collect a tile and brings it back to the team. Someone reads it aloud and everyone decides which Life Process it refers to. Player number 1 then places it in the correct place on the playing board.
- Player number 2 then goes to retrieve a tile. They must not turn it over and read the tile until they reach their base. It is then read and matched in the same way as before. Players continue to take it in turns to retrieve and match tiles
- **What happens if you retrieve a tile that you already have?** - If you are playing in the classroom, turn the unwanted tile face down on your table - that is the end of that player's go and so it is the next player's turn to collect a tile. If there are no more tiles to be collected, players can collect a tile that is face down on another team's table instead but they must not look at it until they get back to their base!  
If you are playing in a big space, the next player should take the unwanted tile back to the tile line at the far end of the playing space and turn it face down before collecting a different tile to return to base.
- Play continues in a fast and furious way until one team successfully collects all 7 different life process tiles and shouts "Alive-Alive-Oh!"