

Year 6 Knowledge Organiser: Living Things (classifying)

Skills

- Classify animals according to Carl Linnaeus
- Create a branching database/dichotomous key to classify a set of living things
- Characteristics of a vertebrate/invertebrate group (children to present what they've learned in different ways: create a model, write a song, write a story, create a PPT, etc.)
- Research the difference between bacteria, virus and fungi to give reasons why these are not plants or animals
- Research unusual animals e.g. axolotl, platypus, kangaroos etc.

Knowledge

- Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms and animals
- Give reasons for classifying animals based on specific characteristics

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Key vocabulary

amphibian	animals which begin life in water then move to land
bacteria	single-celled micro-organism
cold-blooded	animals whose body temperature depends on their surroundings
vertebrate	animals with a backbone
invertebrate	animals without a backbone
micro-organism	microscopic living things
oviparous	living things which reproduce by laying eggs
reptile	cold-blooded vertebrates
viviparous	animals which give birth to live young
virus	very small particles which can infect living things

Facts

All living things can be classified into 5 scientific groups called kingdoms: plants, animals, fungi, Monera, and Protista.

We can classify living things into broad groups using common characteristics.

We can use a branching database to organize living things.

Carl Linneaus, a Swedish scientist, designed the naming system for living things.

