

St Leo's and Southmead Catholic Nursery and Primary School

<u>Key Concepts</u> Animals, including humans, need the right types of nutrition

Animals, including humans, cannot make their own food; they get nutrition from what they eat

Identify food groups and the role they play in nutrition (carbohydrates for energy etc)

Identify which foods belong to which food groups (eg, meat is protein)

Humans and some animals have skeletons inside their body

Some animals have skeletons on the outside of their body

Some animals have no skeleton

Skeletons and muscles give support, protection and movement to humans and some animals Animals Including Humans

Science

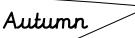
Knowledge Organiser

<u>Key Vocabulary</u>

Year

Three

healthy	in a good physical and mental condition
nutrients	substances that animals need to stay alive and healthy
energy	strength to be able to move and grow
saturated fats	types of fats, considered to be less healthy, that should only be eaten in small amounts
unsaturated fats	fats that give you energy, vitamins and minerals
vertebrate	animals with backbones
vertebrate invertebrate	animals with backbones animals without backbones
invertebrate	animals without backbones soft tissues in the body that contract and relax to



<u>Amazing Activities</u>

Create a class display of their learning and share with parents/carers alongside fun did you know, true /false activities

<u>Skílls</u>

- *Raise their own relevant questions about the world around them*
- Begin to make some decisions about which type of enquiry will be the best way to investigate their questions.
- Begin to look for naturally occurring patterns and relationships and decide what data to collect to identify them
- As part of a pair or group identify and discuss criteria for grouping, sorting and classifying
- Begin to recognise when and how secondary sources might help them to answer questions that cannot be answered through practical investigations
- <u>Currículum</u> <u>Línks</u> Speaking and listening, research, statistics

