PRIMARY 3 SCIENCE

A world of variety

NAME: _____

Observe • Compare • Classify

LIVING & NON-LIVING

Living things
Need **air, water and food**.
Can **grow, respond to changes** and **reproduce**. They can die.

Non-living things
Do not have all these characteristics.
Examples: rock, chair, toy car.

FUNGI & BACTERIA

Fungi: do not make their own food.
Examples: mushroom, mould, yeast.
Bacteria: tiny; seen with a microscope.
Both groups can be useful or harmful.

DIVERSITY

The variety of things around us.

CLASSIFY: group things by their **similarities and differences.**

PLANTS

Make their own food using **light**.

Flowering plants → flowers and seeds
Examples: hibiscus, water hyacinth.

Non-flowering plants → no flowers
Ferns reproduce by **spores**.

Living groups: plants • animals • fungi • bacteria

ANIMALS

Cannot make their own food.

Mammals
Hair / fur; mothers feed young milk.
Most give birth. **Example: cat.**

Birds
Feathers, beak, wings; lay eggs.
Example: chicken.

Fish
Fins, scales; breathe with gills.
Some lay eggs; some give birth.

Insects
6 legs, 2 feelers, 3 body parts: head, thorax, abdomen. **Example: ant.**

Reptiles
Dry, scaly skin; breathe with lungs.
Most lay eggs. **Example: lizard.**

Amphibians
Moist skin; adults use lungs and skin to breathe; lay eggs in water. **Frog.**

MATERIALS • Choose by their properties and use

Types: wood • metal • ceramic • rubber • glass • plastic • fabric

STRENGTH	FLEXIBILITY	FLOAT OR SINK	WATERPROOF	TRANSPARENCY
Can it withstand a force without breaking?	Can it bend without breaking?	Does it float or sink in water?	Does not absorb water or let water pass through.	How much light passes through?

Light: transparent → most light; see clearly | translucent → some light; see unclearly | opaque → no light

Match property to purpose: glass window → transparent • rubber boots → waterproof • metal bridge → strong

Think like a scientist: use characteristics to explain your grouping or choice.

Based on Inspiring Science Primary 3, Diversity (pp. 4–70). Summary of key ideas.