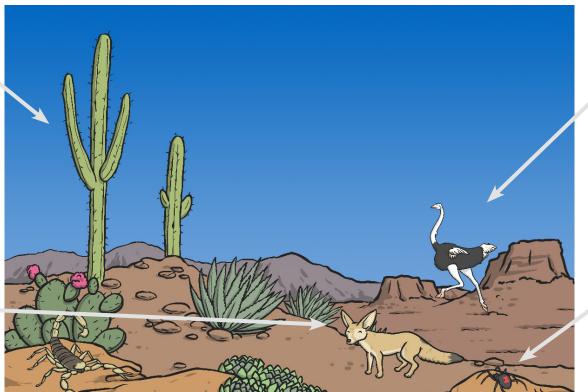
## Dependency

All living things depend on one another- this means they need other living things to survive.

Cut out the labels and stick them on the activity sheet to show how the living things in the desert depend on each other, then complete the sentences below.



Plants need animals to \_\_\_\_\_\_ and \_\_\_\_\_ and \_\_\_\_\_

Some animals \_\_\_\_\_\_ other animals.

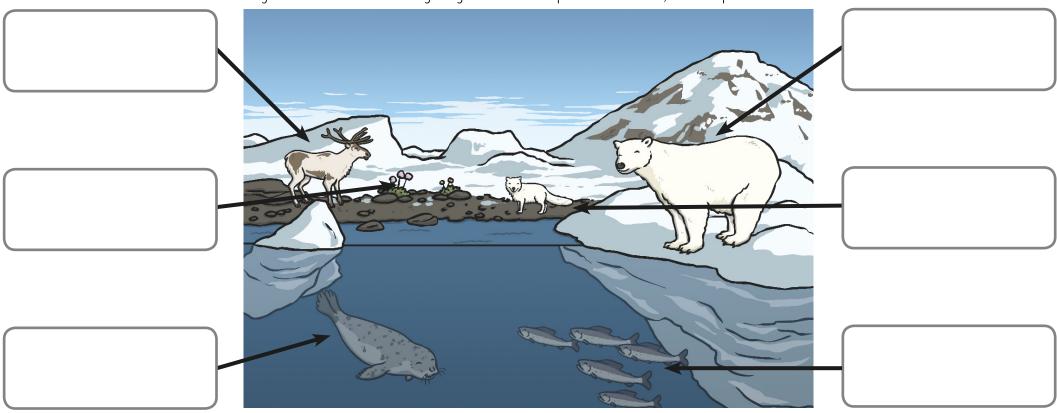
Word Bank: food, spread seeds, eat, shelter



## Dependency

All living things depend on one another-this means they need other living things to survive.

Cut out the labels and stick them on the activity sheet to show how the living things in the Arctic depend on each other, then complete the sentences below.



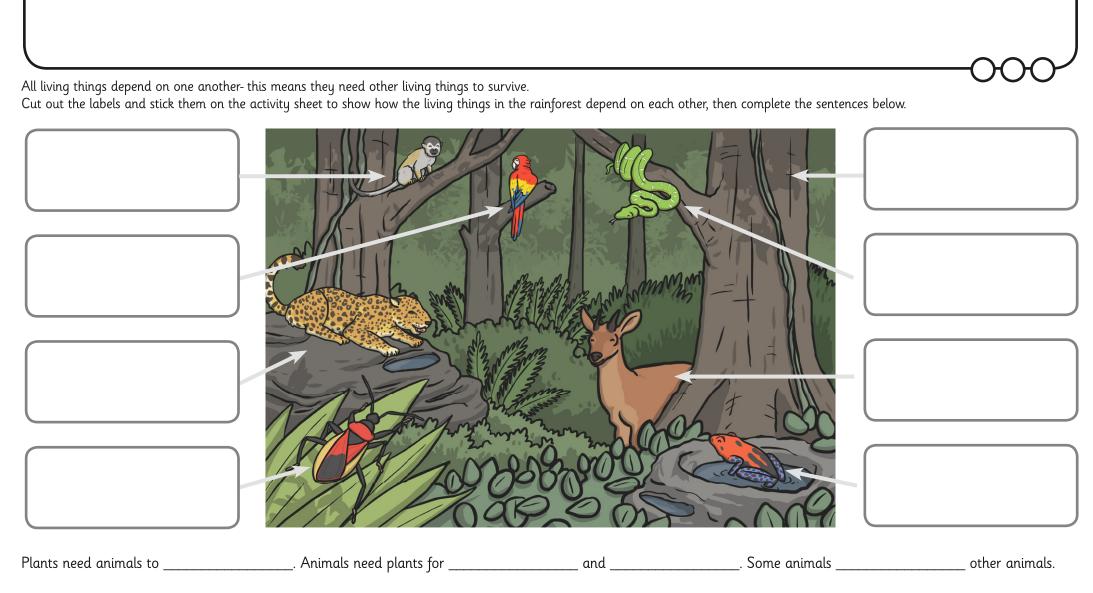
Plants need animals to Animals need	plants for	· and
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Some animals \_\_\_\_\_\_ other animals.

Word Bank: food, spread seeds, eat, shelter



## Dependency



### Labels



**Monkeys** live in trees and eat fruit, insects, frogs and birds.

**Trees** give shelter and food to animals.

**Jaguars** eat deer, monkeys, frogs, snakes and fish.

**Deer** shelter in fallen leaves and eat leaves, grass, fruit and berries.

**Birds** eat fruit and scatter seeds so new trees can grow.

**Snakes** live in fallen leaves and eat insects and frogs.

**Insects** shelter in trees and eat the leaves.

**Frogs** shelter in trees and eat the insects.



**Polar bears** eat seals, reindeer and foxes.

**Seals** eat fish.

**Fish** provide food for many animals.

**Arctic plants** provide food for reindeer and arctic foxes.

**Reindeer** eat plants and spread seeds.

**Arctic foxes** eat seeds, plants, berries and small creatures.



**Plants** provide food and water for animals.



**Birds** eat cactus fruits and spread seeds.



**Insects** eat the leaves, flowers and fruit.



**Desert foxes** eat insects, birds and plants.



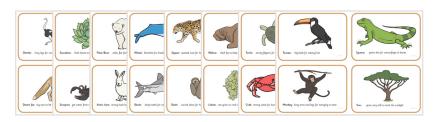
### World Habitats Game

#### Resources

This pack contains:

- · Four World Habitat Game boards.
- One set of Living Things cards.

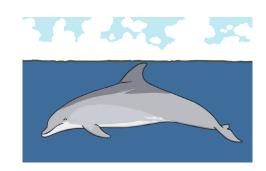




#### **Instructions**

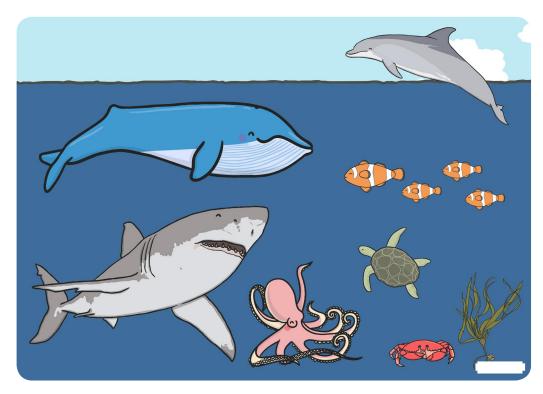
- · Give each player a Habitats Board.
- Shuffle the Living Things Cards and place them face down in the centre of the table.
- · The youngest player takes the first turn.
- · When it is a player's turn, they pick a Living Things Card from the top of the pile and read the name and description of the plant or animal.
- The player decides which habitat the living thing belongs in. If the other players agree that they have the correct answer, the player can keep the card on their Habitats Board.
- If the player has not guessed the right habitat, the card goes to the bottom of the pile.
- · If all the players can't agree which habitat a living thing belongs in, the players may ask an adult.
- The first player to get all 8 Living Things Cards in a single habitat wins the game.





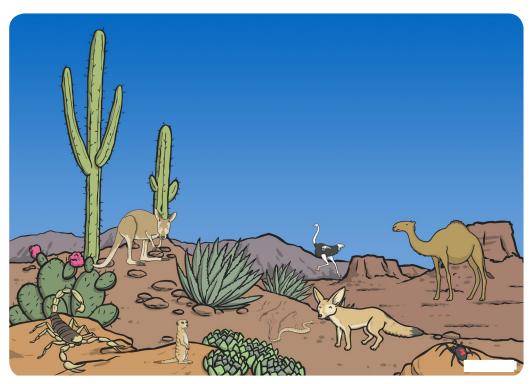




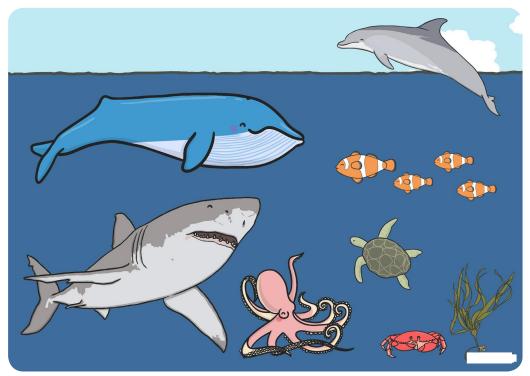


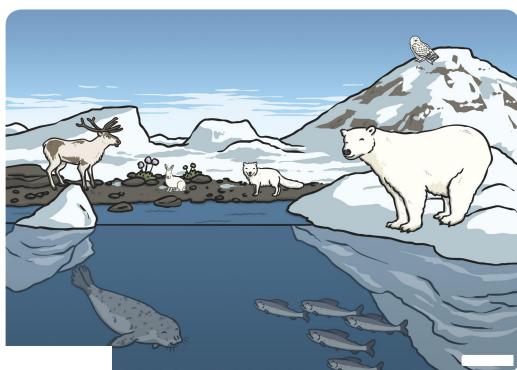


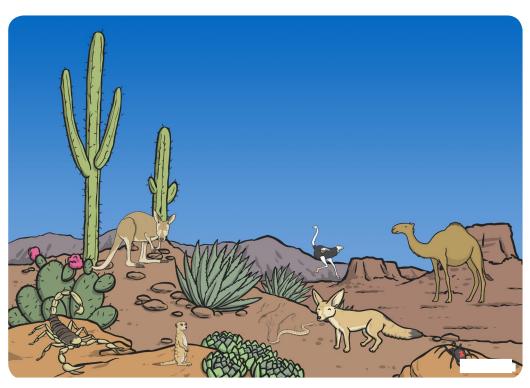


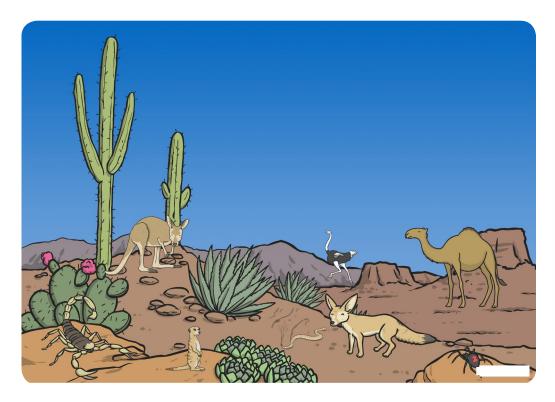






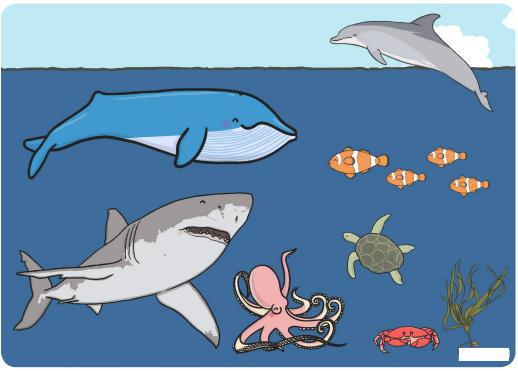


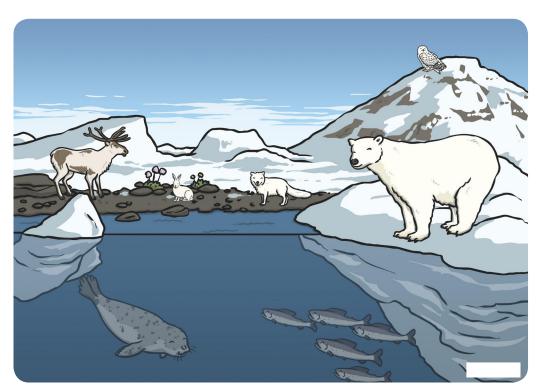


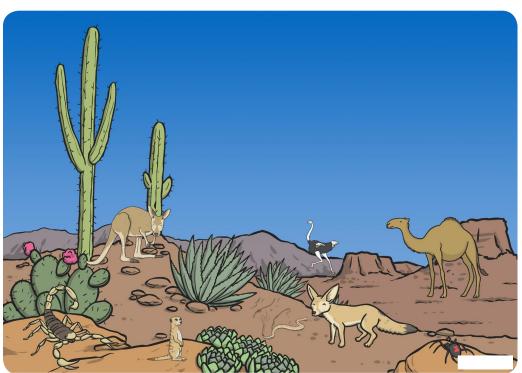




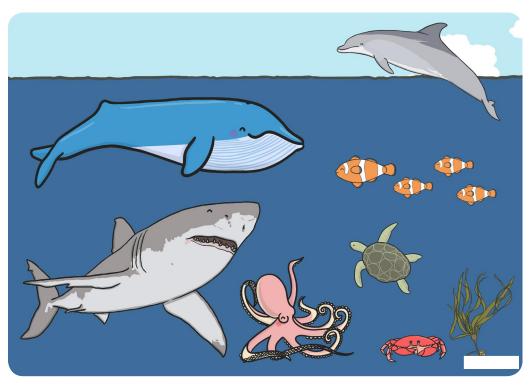


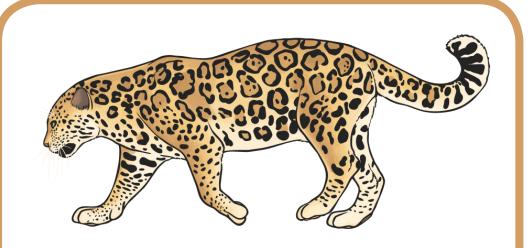




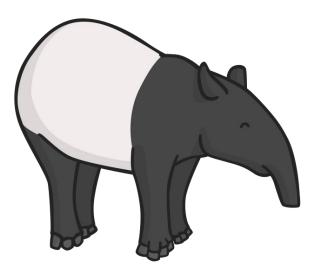








**Jaguar:** spotted coat for hiding in trees



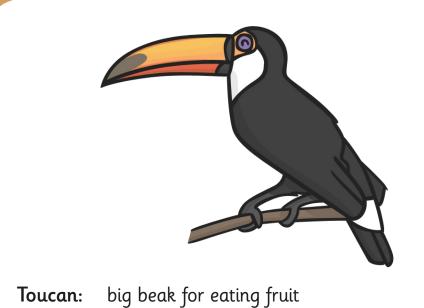
**Tapir**: wide feet to walk on soft, muddy ground

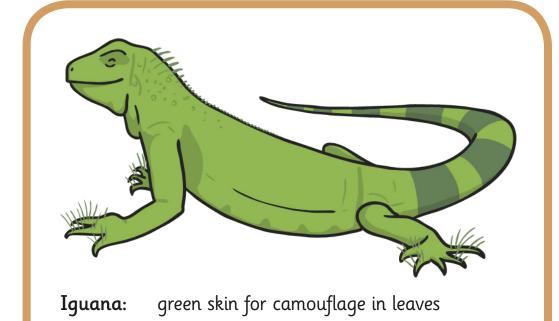


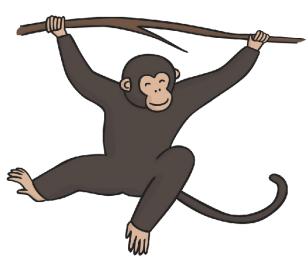
**Sloth:** curved claws for hanging in trees

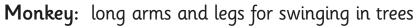


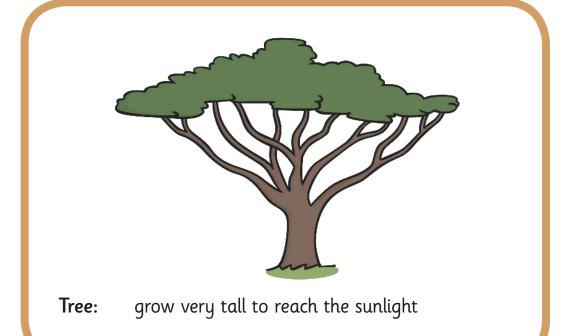
**Tree frog:** suckers on toes for climbing trees

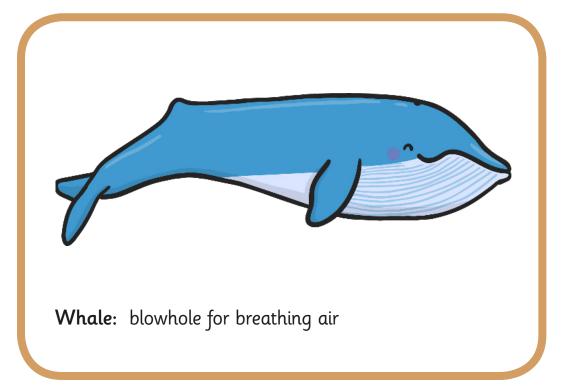


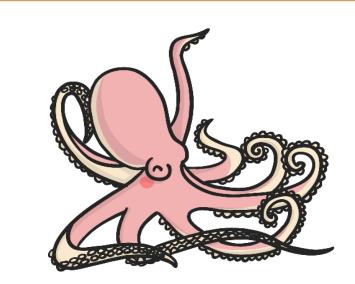




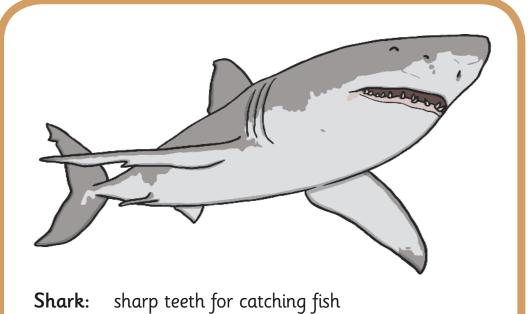


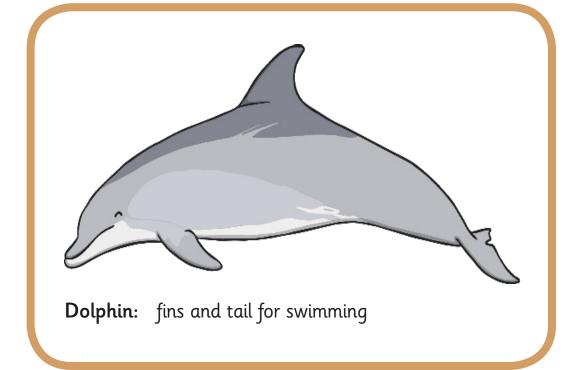


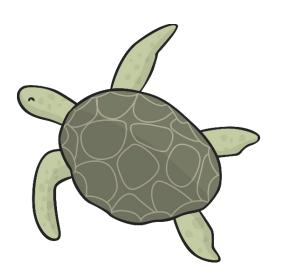




**Octopus:** 8 arms for moving in water or catching food

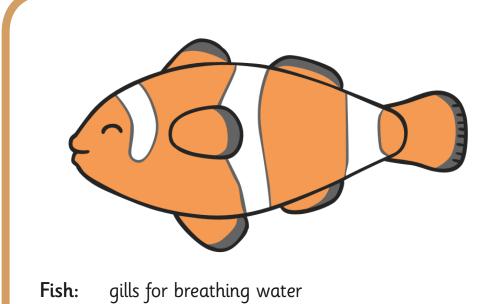


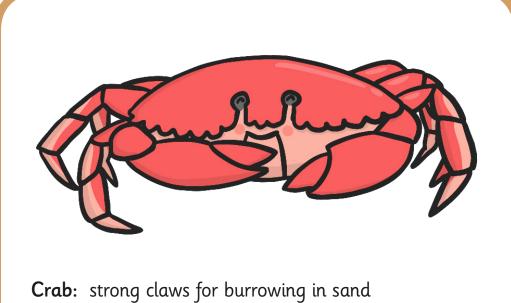




strong flippers for swimming

Turtle:

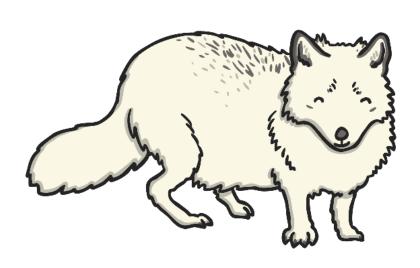




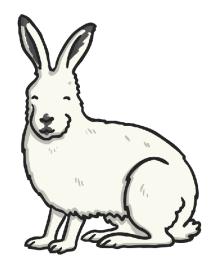




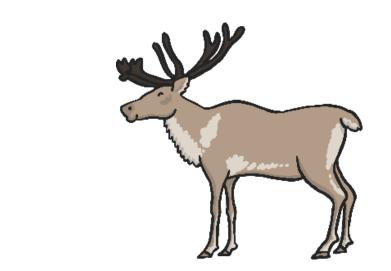
**Polar Bear:** wide, flat feet for walking in snow



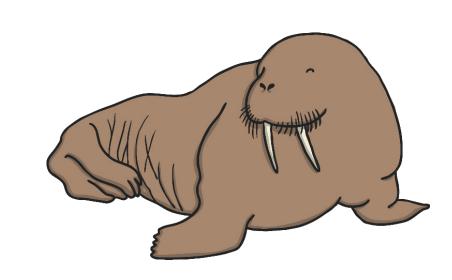
**Arctic wolf:** white fur for hiding in snow



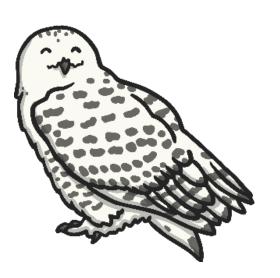
Arctic hare: strong back legs for jumping on snow



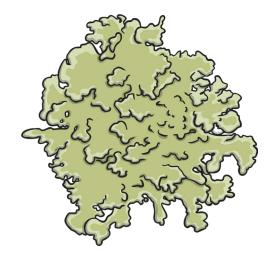
**Reindeer:** thick fur to keep warm



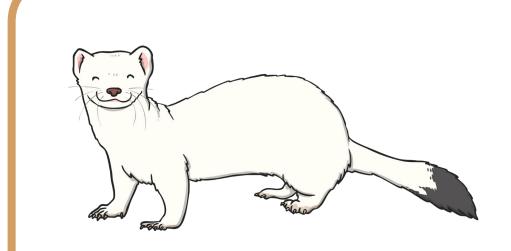
Walrus: thick fat to keep warm



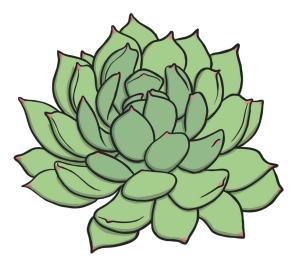
**Snowy owl:** thick white feathers to keep warm



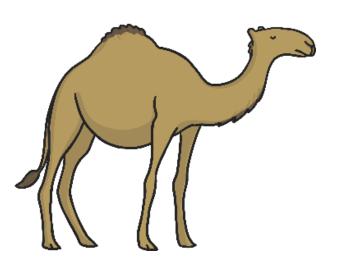
Lichen: can grow on rock so doesn't need soil



**Ermine:** fur turns white in winter



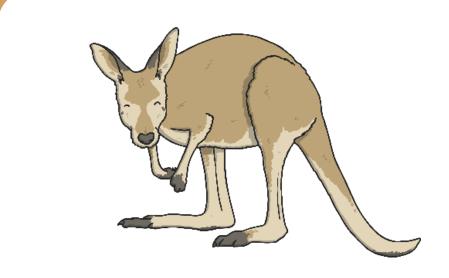
Succulent: thick leaves to store water



**Camel:** thick eyelashes to protect eyes from sand



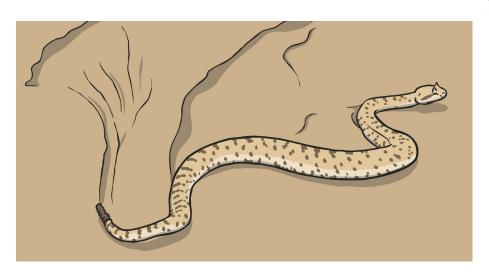
Scorpion: get water from their prey



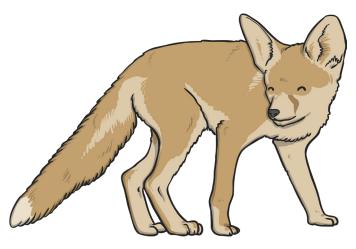
**Kangaroo:** strong legs for jumping long distances



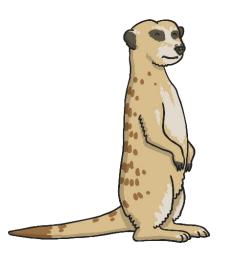
Ostrich: long legs for running fast over sand



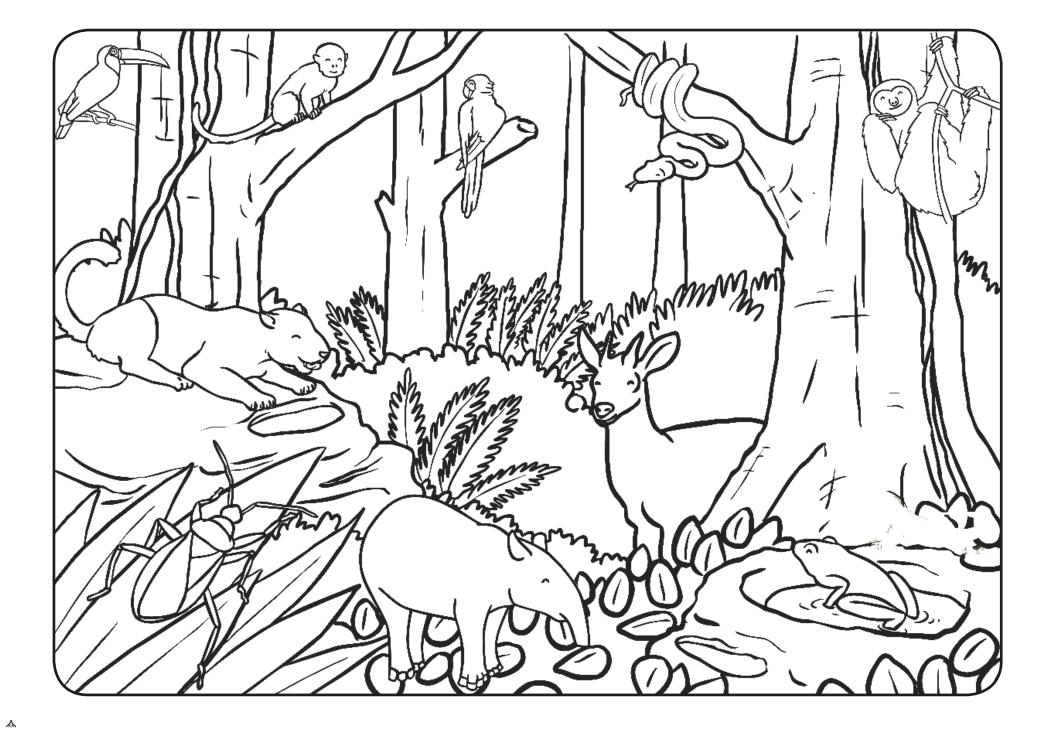
**Sidewinder:** moves sideways to protect body from hot sand

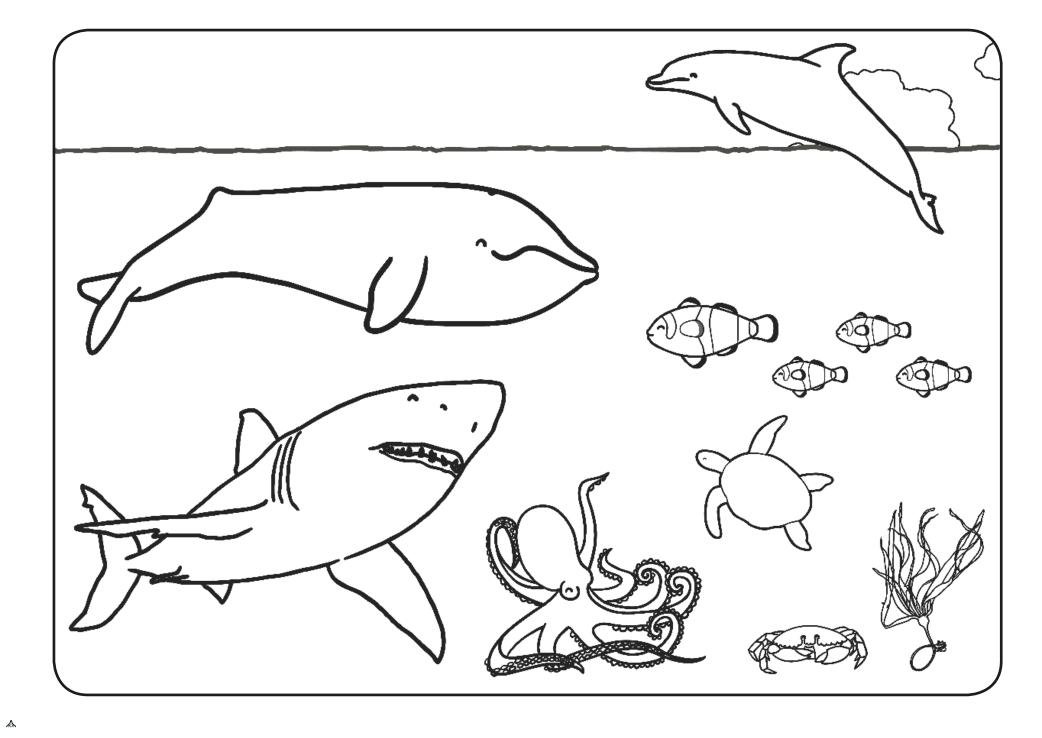


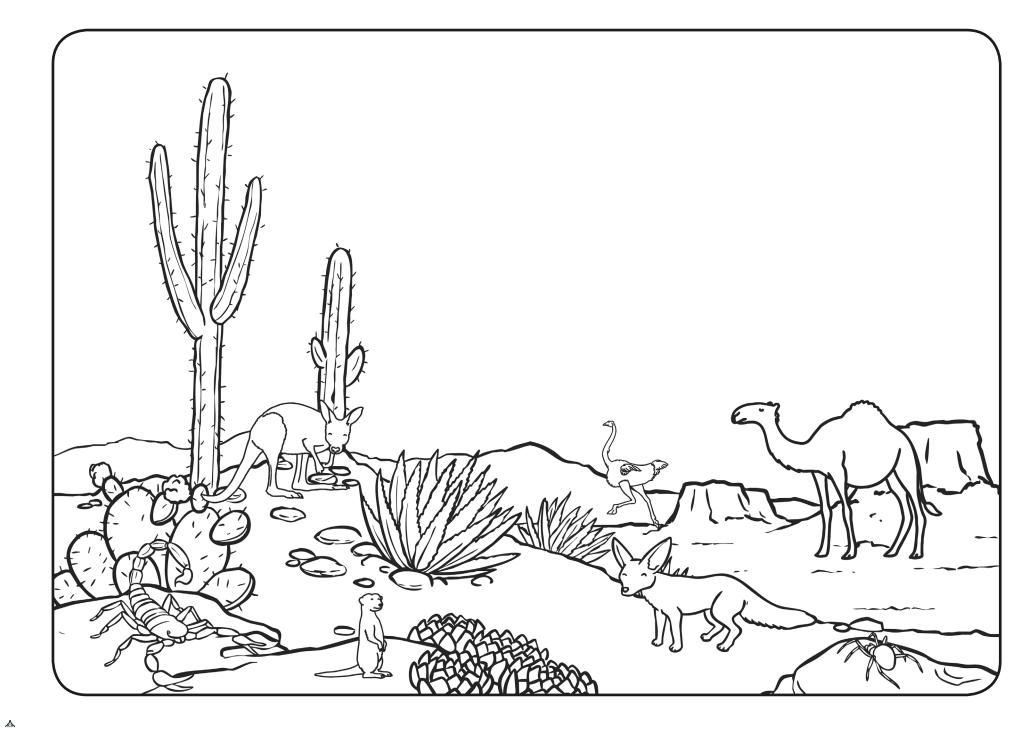
Desert fox: big ears to let heatescape

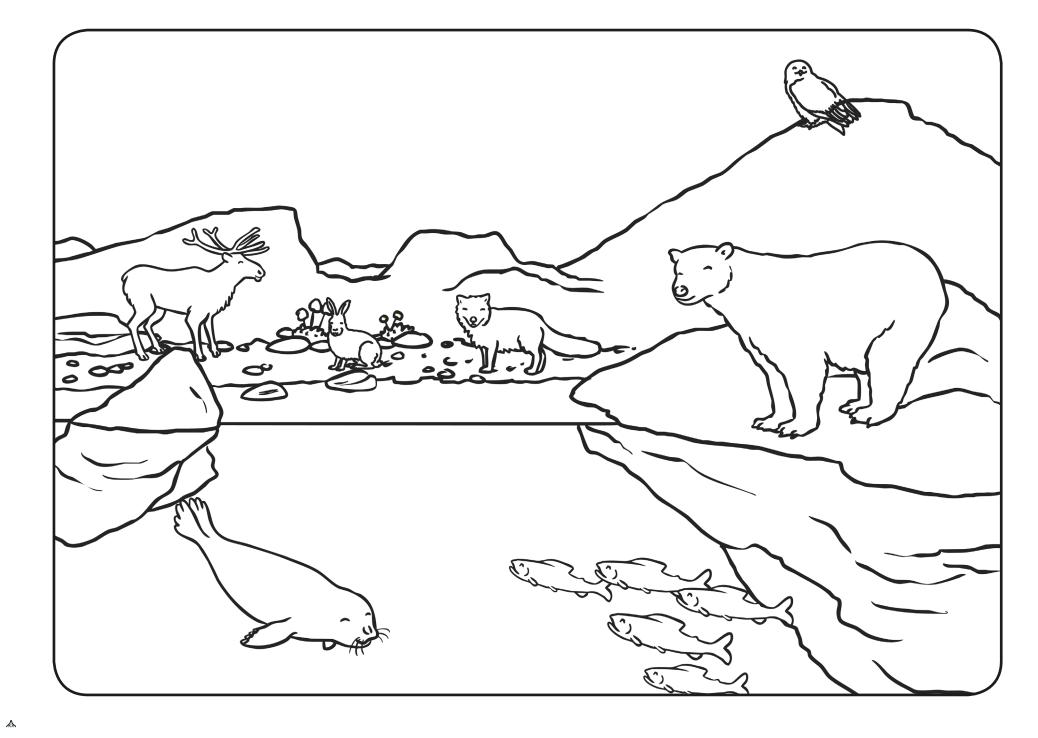


Meerkat: brown fur to hide against sand









# World Habitats Sorting Activity

### Resources

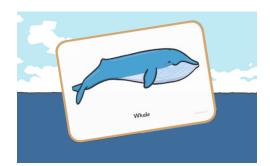
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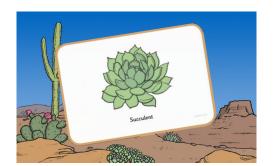
- Four World Habitat sorting boards.
- One set of Living Things cards.







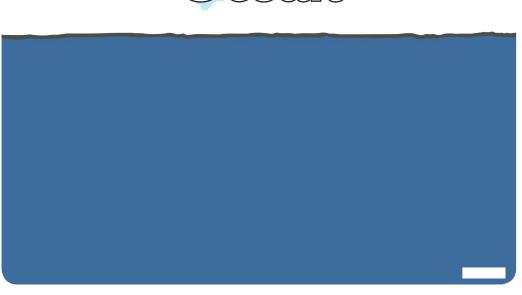


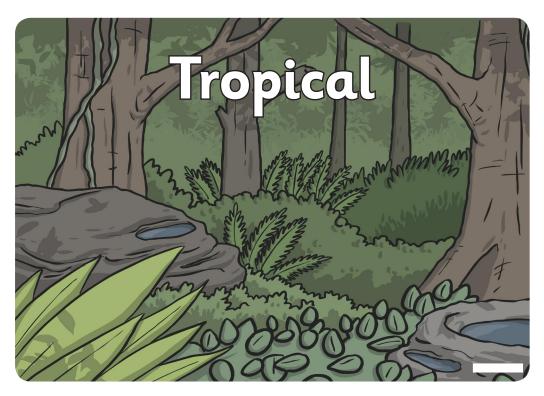




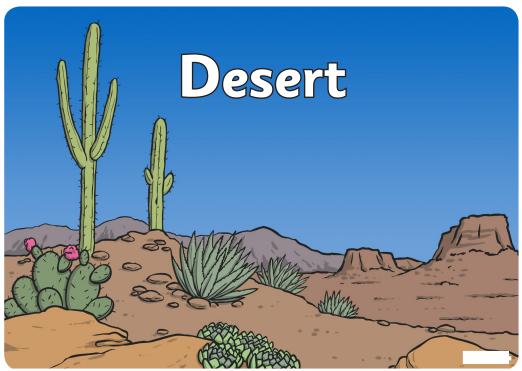
Sort the cards into their correct habitats!



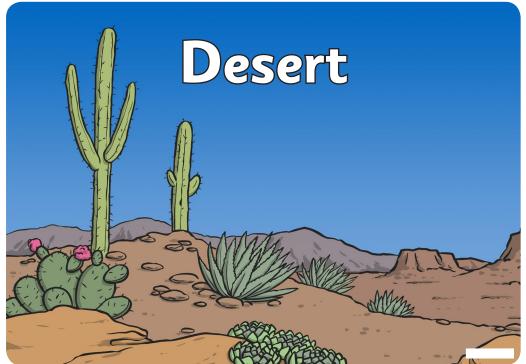


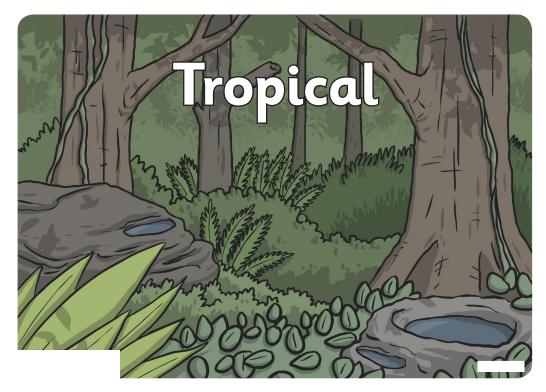










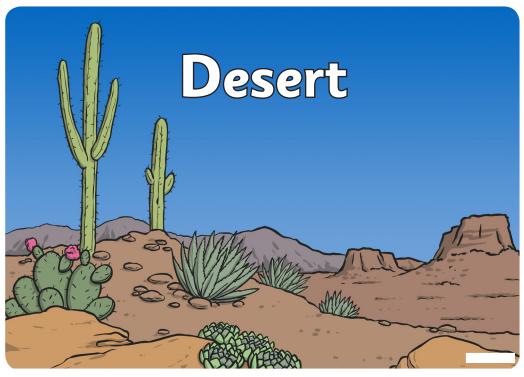


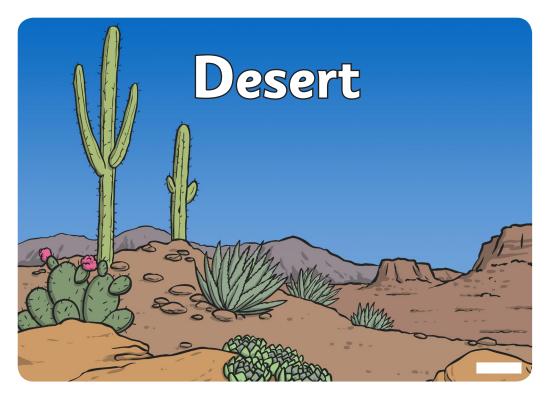
Ocean







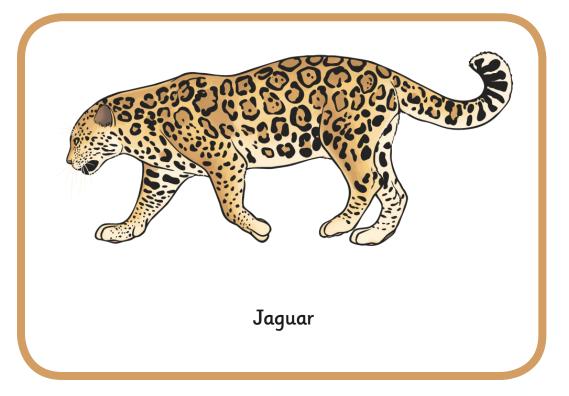


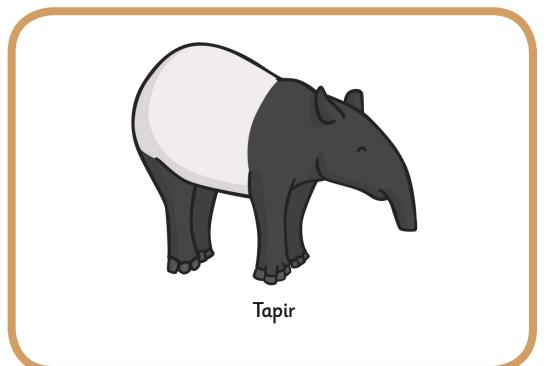




Ocean

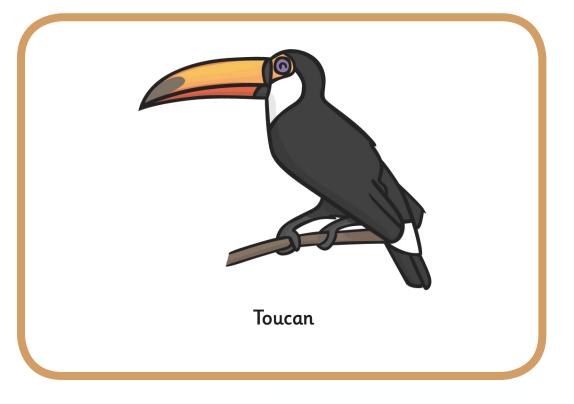


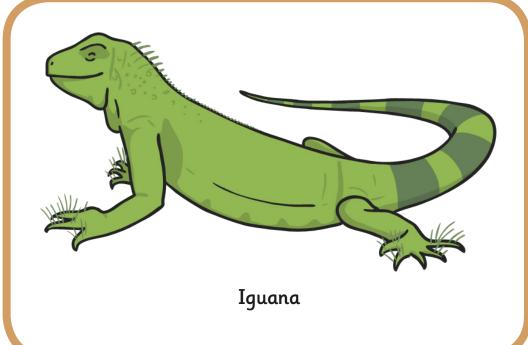


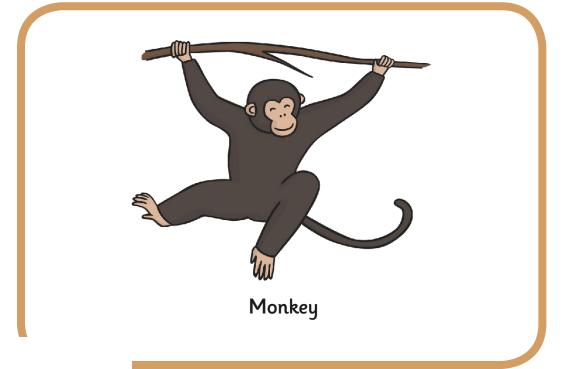


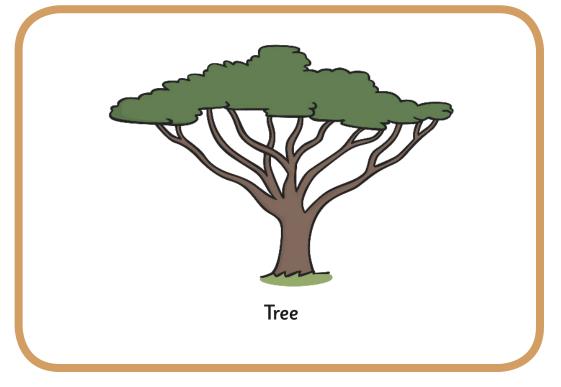


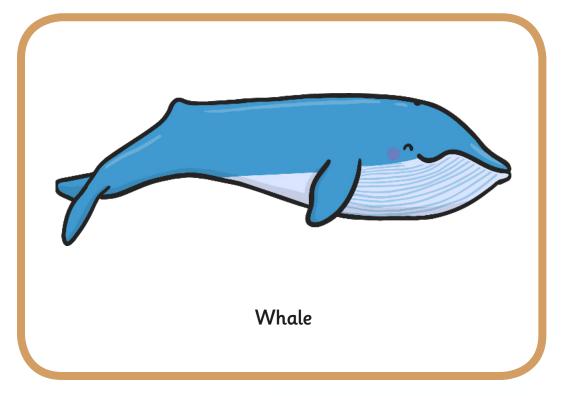


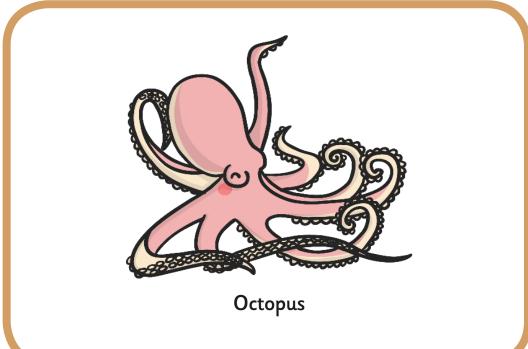


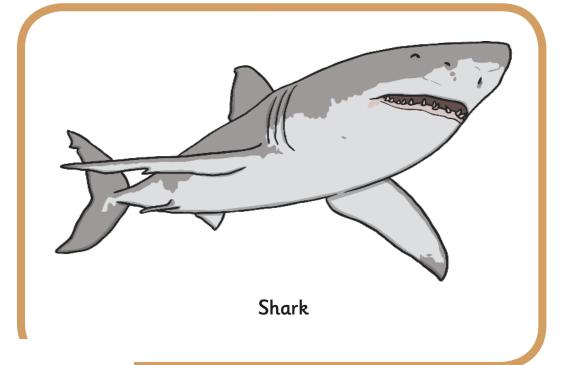


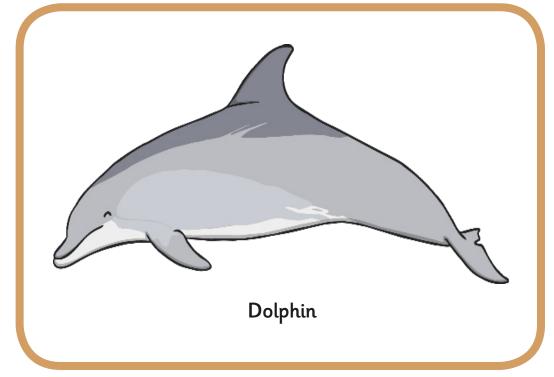


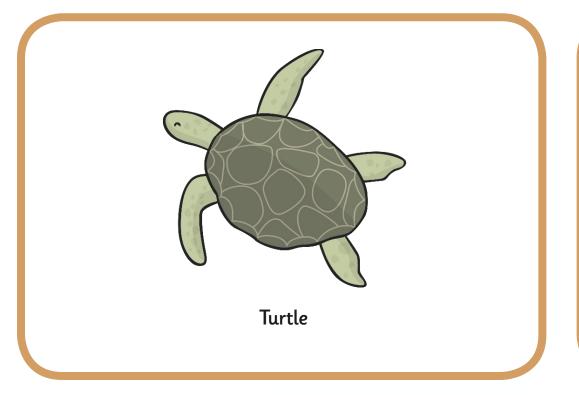


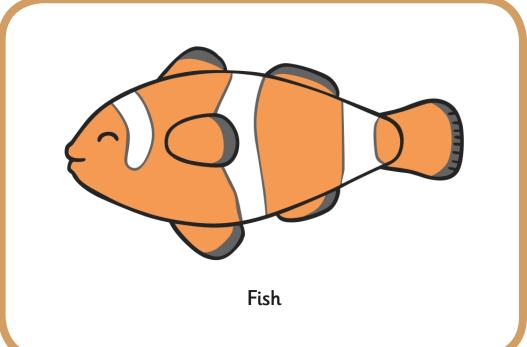


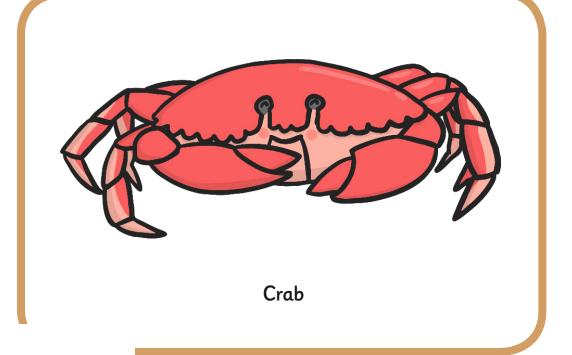




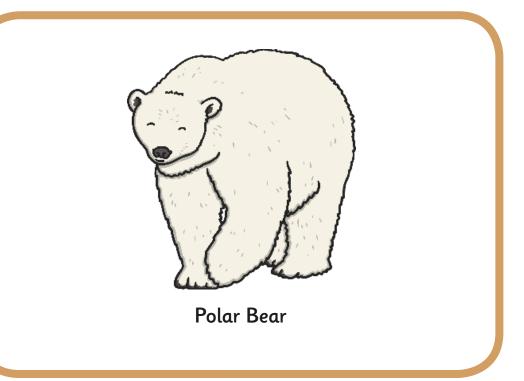


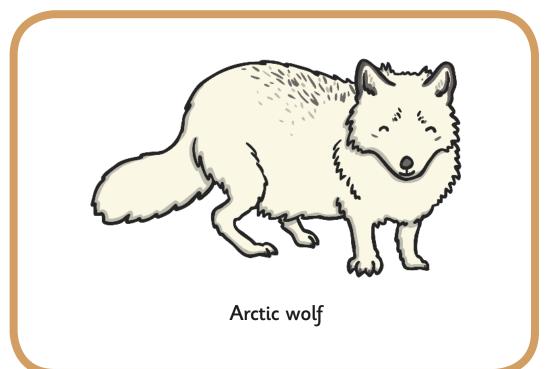


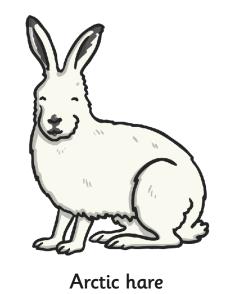


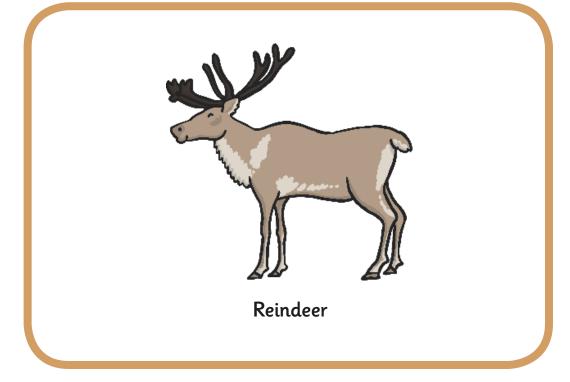


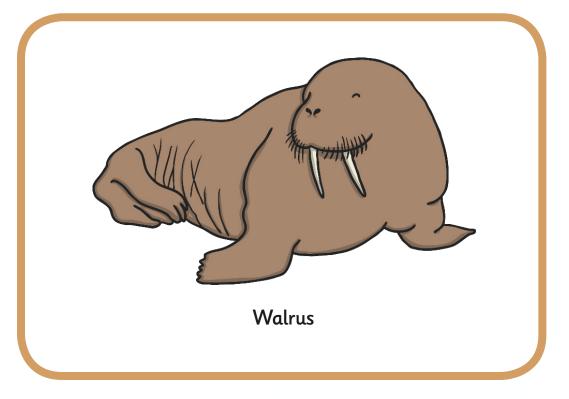


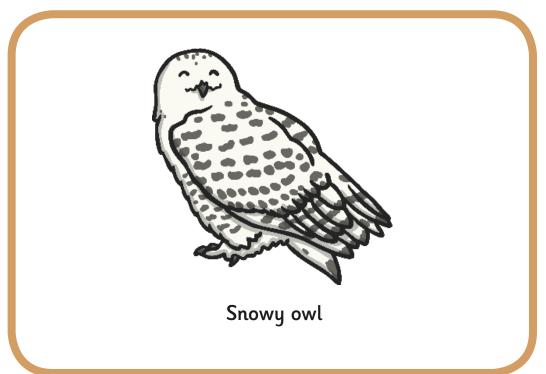


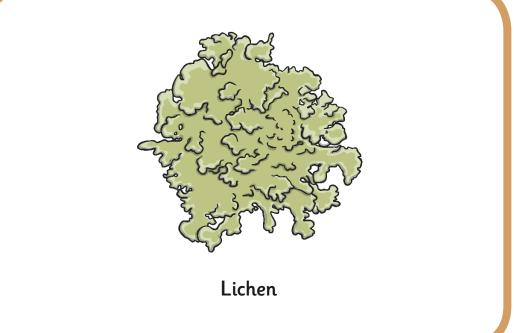


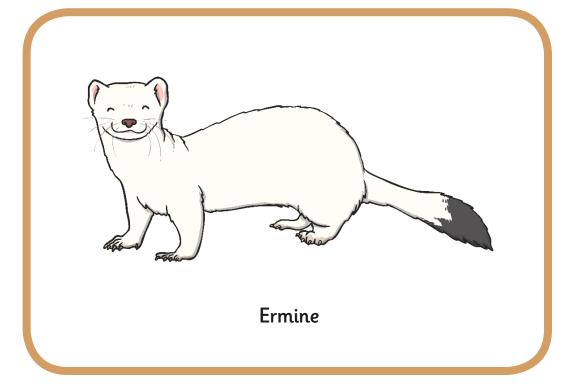


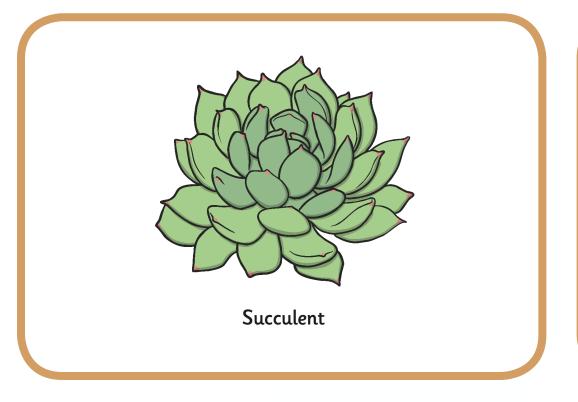


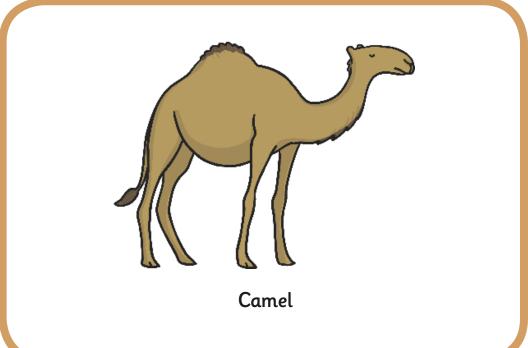


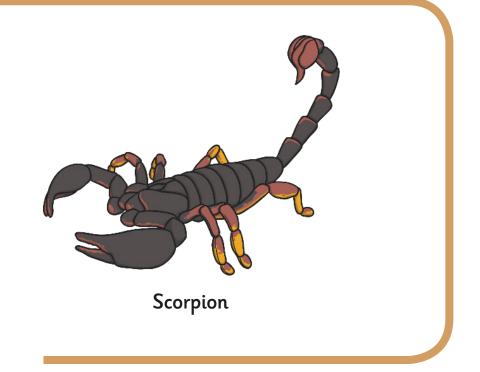




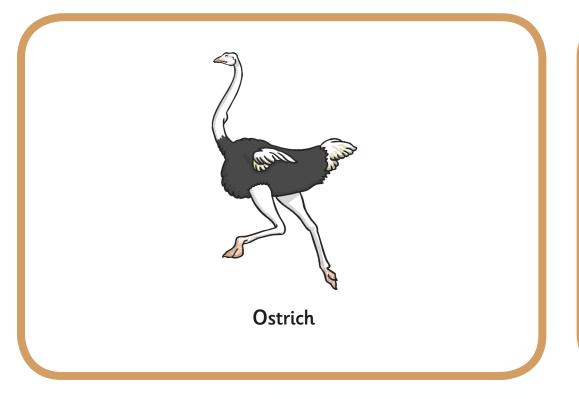


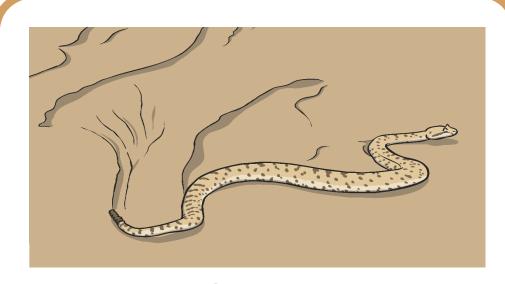












Sidewinder

