## 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 $\qquad$ Animals need plants for $\qquad$ and $\qquad$ .

Some animals $\qquad$ other animals.

## $\star$ <br> 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 $\qquad$ Animals need plants for $\qquad$ and $\qquad$ .

Some animals $\qquad$ other animals.

## 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 rainforest depend on each other, then complete the sentences below.

. Animals need plants for $\qquad$ and $\qquad$ Some animals $\qquad$ other animals.
$\qquad$

## Labels



## 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


Toucan: big beak for eating fruit


Iguana: green skin for camouflage in leaves


Monkey: long arms and legs for swinging in trees


Tree: grow very tall to reach the sunlight


Whale: blowhole for breathing air


Shark: sharp teeth for catching fish


Octopus: 8 arms for moving in water or catching food


Dolphin: fins and tail for swimming


Turtle: strong flippers for swimming


Fish: gills for breathing water


Seaweed: filled with air to float on top of water


Polar Bear: wide, flat feet for walking in snow


Arctic hare: strong back legs for jumping on snow


Arctic wolf:
white fur for hiding in 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

This pack contains:

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


Sort the cards into their correct habitats!






Jaguar


Tree frog


Toucan


Iguana


Monkey


Tree


Whale



Turtle


Fish


Crab


Seaweed


Polar Bear


Arctic hare


Arctic wolf


Reindeer


Walrus


Snowy owl


Lichen


Ermine


Succulent


Kangaroo


Ostrich


Sidewinder


Desert fox


Meerkat

