

For Creative Minds

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Glossary

Breathe: to take in and push out a gas

Energy: the ability to do work. Work can be anything something does, like move, think, grow, or reproduce.

Environment: a system made of living and nonliving things

Grow: to change, develop, or get bigger

Reproduce: to make a copy or a new thing like itself

*What are some living things in your environment?
Nonliving things?*

People take in gas from their environment. They take in oxygen and push out carbon dioxide.

Plants take in gas from their environment. They take in carbon dioxide and push out oxygen.

What do you do that takes energy? How do you get energy from things in your environment?

If you make a drawing of a person, is that reproduction?

Some nonliving things are not yet living things, or used to be living things but aren't any more. Which of the following was or will be a living thing?

- a mummy
- a marble statue
- frog eggs
- a painting of a person
- dinosaur bones
- a video of a cat
- petrified wood

Answers: Was or will be a living thing: a mummy, frog eggs, dinosaur bones, petrified wood. Never a living thing: a marble statue, a painting of a person, a video of a cat

Living or Nonliving Checklist

Do you think this thing is living or nonliving? A living thing will meet most or all of the criteria on this checklist. Include things that used to be a living thing or will be a living thing as "living things." For a printable version of this checklist, see the Teaching Activities at www.ArbordalePublishing.com.

bear

<input checked="" type="checkbox"/>	Breathes
<input checked="" type="checkbox"/>	Takes in water
<input checked="" type="checkbox"/>	Gets nutrients and energy from its environment
<input checked="" type="checkbox"/>	Reproduces
<input checked="" type="checkbox"/>	Grows and changes



giraffe

<input type="checkbox"/>	Breathes
<input type="checkbox"/>	Takes in water
<input type="checkbox"/>	Gets nutrients and energy from its environment
<input type="checkbox"/>	Reproduces
<input type="checkbox"/>	Grows and changes



<input type="checkbox"/>	Breathes
<input type="checkbox"/>	Takes in water
<input type="checkbox"/>	Gets nutrients and energy from its environment
<input type="checkbox"/>	Reproduces
<input type="checkbox"/>	Grows and changes



penguin

Living: bear, penguin, giraffe. Nonliving: none

robot



- ? Breathes
- ? Takes in water
- ? Gets nutrients and energy from its environment
- ? Reproduces
- ? Grows and changes

airplane

- ? Breathes
- ? Takes in water
- ? Gets nutrients and energy from its environment
- ? Reproduces
- ? Grows and changes



train

- ? Breathes
- ? Takes in water
- ? Gets nutrients and energy from its environment
- ? Reproduces
- ? Grows and changes



frog

- ? Breathes
- ? Takes in water
- ? Gets nutrients and energy from its environment
- ? Reproduces
- ? Grows and changes

water



- ? Breathes
- ? Takes in water
- ? Gets nutrients and energy from its environment
- ? Reproduces
- ? Grows and changes

amethyst

- ? Breathes
- ? Takes in water
- ? Gets nutrients and energy from its environment
- ? Reproduces
- ? Grows and changes



Living: frog. Nonliving: robot, airplane, train, water, amethyst

ladybug

? Breathes

? Takes in water

? Gets nutrients and energy from its environment

? Reproduces

? Grows and changes



? Breathes

? Takes in water

? Gets nutrients and energy from its environment

? Reproduces

? Grows and changes

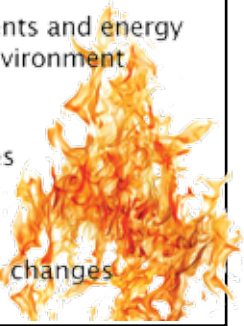
? Breathes

? Takes in water

? Gets nutrients and energy from its environment

? Reproduces

? Grows and changes



sea turtle

? Breathes

? Takes in water

? Gets nutrients and energy from its environment

? Reproduces

? Grows and changes



teddy bear

? Breathes

? Takes in water

? Gets nutrients and energy from its environment

? Reproduces

? Grows and changes



fire

? Breathes

? Takes in water

? Gets nutrients and energy from its environment

? Reproduces

? Grows and changes



sunflower

Living: ladybug, sunflower, sea turtle. Nonliving: fire, teddy bear, volcano

volcano