

CONTENTS

UNIT 1

ME!

Activity 1	My Body	1
Activity 2	My Face	2
Activity 3	How Do I Move My Body?	3
Activity 4	I Can See Shapes and Sizes	4
Activity 5	How Do Things Feel to the Touch?	5
Activity 6	Does It Smell Nice?	7
Activity 7	What Can You Hear?	8
Activity 8	How Does It Taste?	9
Let's Review		10

UNIT 2

CARING FOR MY BODY

Activity 1	Keeping Myself Healthy	12
Activity 2	Our Meals Each Day	13
Creative Science	Animal Face Sandwich	14
Activity 3	Different Types of Food	16
Activity 4	Eating a Balanced Diet	17
Activity 5	How Do We Stay Safe?	19
Let's Review		20

UNIT 3

LIVING AND NON-LIVING THINGS

Activity 1	What Are Living Things?	22
Activity 2	What Can Living Things Do?	24
Activity 3	What Are Non-living Things?	27
Let's Review		31

UNIT 4

ANIMALS

Activity 1	Big and Small	33
Activity 2	Colourful Animals	34
Activity 3	Animal World	36
Creative Science	Design a Fish	37
Activity 4	Parts of an Animal	38
Let's Review		40

UNIT 5

PLANTS

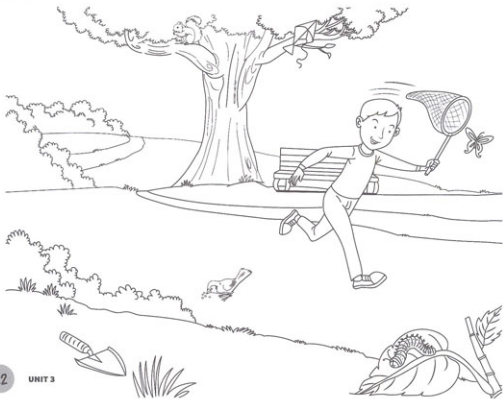
Creative Science	Seed Picture	42
Activity 1	Parts of a Plant	44
Activity 2	Where Do Plants Grow?	47
Let's Review		48

LIVING AND NON-LIVING THINGS

Activity 1 What Are Living Things?

- ▶ **Process skills:** Observing, classifying, communicating
- ▶ **Materials:** Coloured pencils

A Colour the living things.



B Fill in the blanks. Use the helping words.

air alive breathe drink
eat food living water

1. Animals are _____ things.
2. Plants are things that are _____.
3. Living things need _____, _____,
and _____ to stay alive.
4. Zebras need to _____ grass to live.
5. Kittens need to _____ milk to live.
6. Animals need to _____ to take in air.

Activity 2 What Can Living Things Do?

► **Process skills:** Observing, analysing, inferring, predicting

A Match each picture to what living things can do.



● Living things can die.

● Living things can grow and change.

● Living things can have young.

● Living things can respond to changes.

B What will happen next? Tick (✓).

1.



2.





Activity 3 What Are Non-living Things?

► **Process skills:** Observing, analysing

A Tick (✓) the non-living things.

☐☐☐☐☐☐☐☐



4. A doll (can / cannot) respond to changes.

5. A rubber duck (can / cannot) die.

