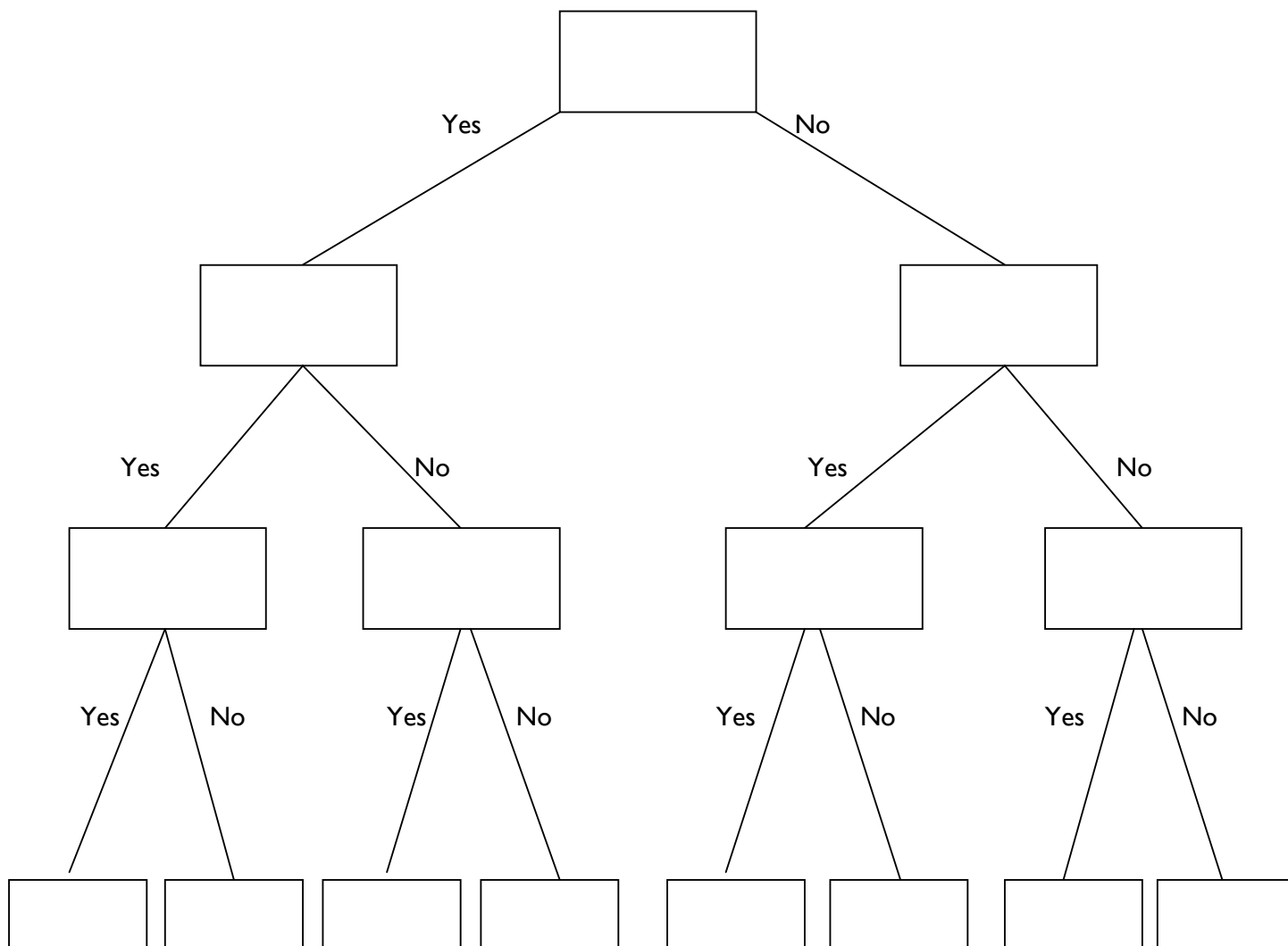




Learning Objective:

Create keys based on observable features to help identify and group living things systematically.



- The Bog Habitat cards could be downloaded and used to create an Identification Key.
- The children chose 8 animals from the Bog Habitat cards. They then ask a series of questions, based on observable features that have a “yes” or “no” answer and place the animal or plant in the appropriate place. E.g. does it have 2 legs? Can it fly? Is it a top predator? Is it a moorland specialist?
- Once the identification key is created it could be presented to younger members of KS2 to use to identify animals from the Peat Bog.

www.moorsforthefuture.org.uk/moorlife