Classification Key Creator: The Garden Explorer

Learning objective: To create a branching classification key to identify living things based on specific observable characteristics.

Use your knowledge of classification to help Bea the Honeybee organise the creatures she has spotted in the school garden. Follow the drawing steps to build a key that helps identify a ladybird, a snail, a woodlouse, and a spider.

Draw: Create a clear, scientific diagram on A4 paper. Use a 'flow-chart' style with clean, straight lines connecting the boxes. Ensure the animals are drawn clearly so their features (like spots or shells) are easy to see. Use a ruler for your lines and keep your labels neat and tidy, using black ink for the text.

Label words: Invertebrate · Exoskeleton · Segmented body · Shell · Jointed legs · Classification key · Branching

Steps:

1. Step 1: At the top of your page, draw a box containing the word 'Creature'. Draw two arrows coming out of it. Label the left arrow 'Has a shell?' and the right arrow 'Does not have a shell?'.

2. Step 2: Under the 'Has a shell' branch, draw a picture of a Snail and write its name. Under the 'Does not have a shell' branch, draw a box that asks 'Has more than 6 legs?'.

3. Step 3: From the 'Has more than 6 legs' box, create two more branches: 'Yes' and 'No'. If 'Yes', draw a Woodlouse. If 'No', draw a box that asks 'Has spots?'.

4. Step 4: Under the 'Has spots' box, create a 'Yes' branch (draw a Ladybird) and a 'No' branch (draw a Spider).

5. Step 5: Why is it important to use a consistent feature (like having a shell) at the start of a classification key?