



ANIMALS WITHOUT BACKBONES



A matching game about invertebrates

GRADE 4

MATERIALS

- scissors

KEY WORDS

- invertebrate

STANDARDS

- SCI.4.3.3

OBJECTIVES

- Students will learn that scientists separate living things into different groups so that they may study them more easily.
- Students will learn that living things are grouped together (classified) according to their body characteristics.

BACKGROUND INFORMATION

- Cnidarians are animals with stinging cells such as anemones, jellyfish, and coral.
- Echinoderms are animals with spiny skin such as sea urchins, sea stars, and sand dollars.
- Snails, clams, oysters, and mussels are examples of mollusks. A mollusk has a soft body.
- Arthropods are animals with jointed legs such as spiders, insects, lobsters, and crabs.

PROCEDURE

- Share the background information with the students.
- Have the students cut out the boxes on the worksheet.
- Then have students arrange column A into a row face down. They will then arrange the B cards in another row face down.
- In pairs, have students take turns choosing one card from Row A and one card from Row B. The students need to match the animal group with its features or examples. If the student makes a match, he keeps the pair. If not, the cards should be returned face down.
- Repeat the process using Row C and Row D. Whichever partner has the most pairs wins the game.

RECOMMENDED ASSESSMENT

- As students are making pairs, make sure that each pairing is correct.

EXTENSIONS

- Have students (either as individuals or small groups) gather pictures of a variety of animals. Tell them to classify their animals into groups using their own classification system (e.g., by color, by size, by habitat, by type of movement, etc.). Have them explain it to other students. Repeat, using the same pictures, but with another system. A variation could be to have each group classify their pictures and have other students guess their classification system.





ANIMALS WITHOUT BACKBONES



KEY

• Rows A & B

- Sponge – covered with small holes
- Jellyfish – has stinging cells
- Segmented worms – earthworm
- Mollusk – snail or clam
- Lobster – hard-shelled arthropod

• Rows C & D

- Flatworm – flat bodies
- Roundworms – round bodies
- Insect – fly or bee
- Spiny-skinned animal – starfish
- Spider – four pairs of legs





ANIMALS WITHOUT BACKBONES



Match the cards with an animal group on them from Row A with their examples or features from Row B.

Name _____

A	B	C	D
SPONGE	COVERED WITH SMALL HOLES	FLATWORM	FLAT BODIES
JELLYFISH	HAS STINGING CELLS	ROUNDWORMS	ROUND BODIES
SEGMENTED WORMS	EARTHWORM	INSECT	FLY OR BEE
MOLLUSK	SNAIL OR CLAM	SPINY-SKINNED ANIMAL	STARFISH
LOBSTER	HARD-SHELLED ARTHROPOD	SPIDER	FOUR PAIRS OF LEGS

1. Cut out each box above.
2. Take all the cards from the A column and arrange them into a row face down. Arrange the B cards into another row face down.
3. With your partner, take turns choosing one card from Row A and one card from Row B. The object of the game is to match the animal group with its examples or features. When you make a match, keep the pair. If not, return the cards to their rows face down.
4. Repeat using Row C and Row D. The partner with the most pairs wins the game.

