



KINDERGARTEN SCIENCE SAMPLE

Living and Nonliving Things

Students observe, sort, explain, and explore what makes something living. This sample blends clear instruction with movement, drawing, and a simple home investigation.

Learning Target

I can tell whether something is living or nonliving and explain my thinking.

What makes something living?

Living things are alive. They need resources, grow, and change. Many living things move on their own, but not all movement is easy to see. Nonliving things are not alive. They do not need food, water, or air, and they do not grow on their own.

Look for these clues

Living things...	Nonliving things...
need water and air grow and change need energy can reproduce	do not eat or drink do not grow on their own are not alive may be natural or made by people

Think About It

A seed does not walk or talk. Is it living? What clues can you use?



SORTING LAB

Living or Nonliving?

For each item, circle or point to your answer. Then tell someone which clue helped you.

Item	My choice	My clue
Tree	LIVING / NONLIVING	What does it need?
Rock	LIVING / NONLIVING	Does it grow on its own?
Dog	LIVING / NONLIVING	How do you know?
Toy car	LIVING / NONLIVING	Can something move and still be nonliving?
Flower	LIVING / NONLIVING	What changes as it grows?
Cloud	LIVING / NONLIVING	Does moving across the sky make it alive?

Talk It Out

What is one clue that works for every living thing?



HOME EXPLORATION

Living Things Hunt

Find three living things and two nonliving things near your home. Look, draw, and explain. Do not touch plants or animals without an adult.

LIVING THING #1

DRAW HERE	I know because...
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LIVING THING #2

DRAW HERE	I know because...
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LIVING THING #3

DRAW HERE	I know because...
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NONLIVING THING #1

DRAW HERE	I know because...
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NONLIVING THING #2

DRAW HERE	I know because...
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CREATE AND EXPLAIN

Design a Home for a Living Thing

Choose a plant or animal. Design a safe home that gives it what it needs to live.

Include

Water - Air - Energy or food - Space - The right temperature

DRAW YOUR DESIGN HERE

My living thing is _____.

It needs _____.

My design helps it live because _____.

I Can Check

I identified living and nonliving things. I used clues. I explained what living things need.