Classification

The levels of classification

Domain

Kingdom

Phylum

Class

Order

Family

Genus

Species

Domain

There are 3 domains: Archaea, Bacteria and Eukarya. Plants and animals are all eukaryotes.

Kingdom

There are 6 kingdoms, including animals, plants, fungi and bacteria.

Phylum

Class

The 6 kingdoms are then split into phyla. There are more than 30 phyla in the animal kingdom. Phylum chordata includes all vertebrates.

Each phyla is divided into classes. The chordata phylum includes amphibians, birds, mammals, reptiles, and fish.

Order

Family

The order and the family divides into further groups.

Genus

The genus includes species that are very closely related and share unique body structures.

Species

A species is defined as a group of animals that can reproduce to produce fertile offspring.

Class:

Mammals
Fish
Birds
Reptiles
Amphibians

Insects Arachnids **Annelids** Molluscs Crustaceans Echinoderms Vertebrates:

Invertebrates:

Mammals

Insects

Fish

Arachnids

Birds

Annelids

Reptiles

Molluscs

Amphibians

Crustaceans

Echinoderms

Look at the descriptions below, deciding which class you think they are describing.

 Most of these animals have four pairs of legs (8 legs). They have a hard exoskeleton and jointed legs for walking.

These creatures have hair or fur and breathe air through lungs.
 They feed milk to their young and are warm-blooded.

 They have hard, scaly skin, and are cold-blooded. They use lungs to breathe air and lay eggs on land. If I was to create a mammal, I would need to ensure that it had particular features including:

- Hair or fur
- Lungs to breathe
- Warm-blooded
- Feed milk to their young
- Have a spine

Task:

Your task is to create your own animal!

However, you must first choose which lass it belongs to.

Whichever class you choose, your animal must have the features of that class.

Remind yourself of the features of different classes form last weeks work.

For example, if it is an arachnid, it has to have 8 legs, and those legs must have segments.