

Animal Artefacts – Vocabulary List (Prep–Year 2)

Living Things & Basic Needs

- **Living Thing** – Something that grows, eats, breathes, and moves (e.g. animals, plants).
- **Animal** – A living thing that can move and needs food, water, and shelter.
- **Survive** – To stay alive and meet basic needs.
- **Food** – What animals eat to stay strong and healthy.
- **Water** – A drink all living things need to live.
- **Shelter** – A safe place for animals to sleep or hide.

Artefacts & Classification

- **Artefact** – Something from an animal, like fur, feathers, skulls, or bones, that helps us learn.
- **Compare** – To look at two or more things and see how they are the same or different.
- **Group (Classify)** – To put things together that are alike in some way.
- **Predict** – To make a good guess based on what you see or know.
- **Observe** – To look closely and notice details.

Physical Features

- **Fur** – Soft hair that covers the bodies of some animals.
- **Feather** – Light covering found on birds.
- **Beak** – A bird's hard mouth used for eating or building.
- **Claws** – Sharp nails on an animal's feet.
- **Tail** – The part that sticks out at the back of an animal's body.
- **Teeth** – Hard parts in the mouth used for biting and chewing.
- **Skull** – The hard bone that protects an animal's brain.

Habitats & Homes

- **Habitat** – The place where an animal lives and finds everything it needs.
- **Home** – A shelter or space an animal lives in (e.g. nest, burrow, hollow log).
- **Forest** – A place with lots of trees, plants, and animals.
- **Waterhole** – A small natural pool where animals drink.
- **Grassland** – A wide open space with lots of grass and small shrubs.

Predator/Prey Relationships

- **Predator** – An animal that hunts and eats other animals.
- **Prey** – An animal that is eaten by another animal.
- **Hunt** – To look for and catch food.
- **Chase** – To follow quickly, like a predator chasing prey.
- **Hide** – To stay out of sight, like prey avoiding predators.

First Nations Connections

- **Country** – A First Nations word for land, water, sky, animals, people, and spirit—all connected.
- **Totem** – An animal that is special and linked to a person or family.
- **Knowledge** – Information passed down from Elders about animals, land, and nature.
- **Respect** – Being kind and careful with animals and the environment.
- **Sustain** – To look after nature so it stays healthy for a long time.
- **Balance** – Keeping everything in nature working well together.

Creature Feature – Vocabulary List (Prep–Year 2)

Animals & Living Things

- **Animal** – A living creature that breathes, moves, and grows.
- **Reptile** – A type of animal with scaly skin, like snakes and lizards.
- **Living** – Something that is alive, grows, and needs food, water, and air.
- **Creature** – Another word for an animal or living thing.

Features & Needs

- **Scales** – The small, hard pieces covering a reptile's body.
- **Tail** – The part at the end of an animal's body.
- **Claws** – Sharp nails on the feet of many reptiles.
- **Shell** – A hard covering on animals like turtles.
- **Eyesight** – How well an animal can see.
- **Camouflage** – Colours or patterns that help animals blend in.
- **Cold-blooded** – Animals that need warmth from the sun to move and stay active.
- **Breathe** – To take in air (oxygen) to stay alive.
- **Move** – How an animal gets around, like crawling or slithering.

Needs & Survival

- **Food** – What animals eat to stay alive.
- **Water** – A drink all animals need.
- **Shelter** – A safe place for animals to rest and hide.
- **Sunlight** – Helps reptiles warm up and stay healthy.
- **Predator** – An animal that hunts and eats other animals.
- **Prey** – An animal that is eaten by a predator.

Habitats & Life Cycles

- **Habitat** – The place where an animal lives.
- **Desert** – A dry, hot place where some reptiles live.
- **Forest** – A place with lots of trees and animals.
- **River** – A flowing water habitat for some reptiles.
- **Egg** – Where many reptiles start their life.
- **Hatch** – When a baby animal comes out of an egg.
- **Grow** – To become bigger and older.
- **Life cycle** – The stages an animal goes through from baby to adult.

First Nations Connections

- **Totem** – A special animal that represents a person, family, or group in First Nations culture.
- **Elder** – A respected person in First Nations communities who shares stories and knowledge.
- **Story** – A way to teach about animals, Country, and culture.
- **Sustainable** – Caring for animals and nature so they stay healthy for the future.
- **Country** – The land, animals, plants, waters and skies – all connected and cared for in First Nations ways.

First Nations Games – Vocabulary List (Prep–Year 2)

Cultural Heritage & Traditional Knowledge

- **First Nations** – The first peoples of Australia who have lived on this land for a very long time.
- **Culture** – The way a group of people live, including their stories, language, music, and traditions.
- **Tradition** – A special way of doing something that has been passed down over time.
- **Language** – The words and ways of speaking from a group of people; many First Nations peoples have their own languages.
- **Story** – A way to share important knowledge, values, and culture.
- **Totem** – An animal or plant that is special to a person or group in First Nations cultures.

Games & Play

- **Game** – A fun activity with rules, usually played with others.
- **Activity** – Something you do that uses your body or mind.
- **Play** – To take part in a game or activity for fun.
- **Team** – A group of people working or playing together.
- **Rules** – Instructions that tell us how to play a game properly.

Place & Environment

- **Country** – A word used by First Nations peoples to mean the land, animals, plants, waters, sky, and people – all connected.
- **Nature** – The plants, animals, land, and water around us.
- **Place** – A special area that has meaning and is cared for.
- **Environment** – Everything that surrounds us in nature.

Social Skills & Movement

- **Teamwork** – Working and playing together to do our best.
- **Turn-taking** – Waiting for your go and letting others have theirs.
- **Sharing** – Letting others use something with you.
- **Respect** – Being kind, careful, and thoughtful to others and to Country.
- **Safe** – Making sure we and others are not hurt or harmed.
- **Kind** – Using gentle words and actions.

Physical Activity

- **Run** – To move quickly using your legs.
- **Throw** – To send something through the air using your hand.
- **Catch** – To grab something that is moving toward you.
- **Jump** – To push your body off the ground with your legs.
- **Balance** – To stay steady and not fall over.
- **Move** – To change your body's position or place.

First Nations Seasons – Vocabulary List (Prep–Year 2)

Country / Place

- **Country** – The land, waters, skies, animals, plants and people, all connected. Country is alive and important in First Nations cultures.
- **Place** – A special area that has meaning and is cared for.
- **Waterway** – Rivers, creeks and other flowing water places.
- **Sea** – The saltwater Country where some First Nations peoples live and fish.
- **Land** – The earth we walk on, which gives us food, shelter and stories.

Seasons & Weather

- **Season** – A time of the year marked by changes in weather, plants and animals.
- **Rain** – Water that falls from the sky.
- **Sun** – The light and warmth from the sky that helps plants grow.
- **Wind** – Moving air that can change the weather.
- **Cloud** – White or grey shapes in the sky that carry rain.
- **Storm** – Windy, rainy weather with thunder and lightning.

Plants, Animals & Natural Indicators

- **Flower** – A colourful part of a plant that can grow fruit or seeds.
- **Fruit** – A sweet or edible part of a plant with seeds.
- **Tree** – A tall plant with a trunk, branches and leaves.
- **Animal** – A living thing that moves, eats, and grows.
- **Tracks** – Marks left by animals on the ground.
- **Signs** – Clues in nature that tell us about changes in the season (e.g. flowers blooming or animals appearing).

Traditional Knowledge & Resources

- **Totem** – A special animal or plant that connects a person or group to Country and culture.
- **Tool** – Something used to help with a job (e.g. digging stick, fishing spear).
- **Technology** – A clever way to use tools or natural resources for daily life.
- **Material** – What something is made from (like wood, stone, bark or shell).
- **Resource** – Something from nature that can be used for food, shelter or tools.

Sustainability & Care

- **Care** – Looking after people, animals, and the environment.
- **Respect** – Treating people and places kindly and thoughtfully.
- **Sustain** – To keep something going by looking after it.
- **Share** – To use things fairly and not waste them.
- **Protect** – To keep something safe.

Culture & Learning

- **Culture** – The stories, songs, languages, and ways of living passed down in families and communities.
- **Elder** – A respected older person who teaches others in the community.
- **Story** – A way to learn about animals, land and how to live.
- **Calendar** – A way to keep track of time and seasons.

Forest Ecology Walk – Vocabulary List (Prep–Year 2)

Living Things & Habitats

- **Living Thing** – Something that is alive, like a plant or animal.
- **Plant** – A living thing that grows in the ground and needs sun, water, and air.
- **Animal** – A living thing that moves, eats, and grows.
- **Habitat** – The place where a plant or animal lives.
- **Shelter** – A safe place for animals to rest or hide.
- **Food** – What living things eat to grow and stay healthy.
- **Water** – A drink all living things need to survive.
- **Nest** – A home made by animals like birds or insects.

Observation & Sensory Exploration

- **Observe** – To look carefully and notice details.
- **Listen** – To use your ears to hear sounds in nature.
- **Smell** – To notice a scent using your nose.
- **Touch** – To feel something with your hands (only when safe to do so).
- **Look** – To use your eyes to see what is around you.
- **Magnifying Glass** – A tool that helps us look closely at small things.
- **Binoculars** – A tool to help us see far-away things clearly.

Weather & Seasons

- **Weather** – What the sky and air feel like (e.g. sunny, rainy, windy).
- **Season** – A time of year with special weather patterns, like summer or winter.
- **Sun** – The light and warmth in the sky.
- **Rain** – Water that falls from clouds.
- **Wind** – Moving air that you can feel.
- **Cloud** – A white or grey shape in the sky that brings rain or shade.

Geography & Sustainability

- **Forest** – A place with lots of trees, plants, and animals.
- **Tree** – A tall plant with a trunk, branches, and leaves.
- **Soil** – The dirt that plants grow in.
- **Path** – A track or way through the forest.
- **Care** – Looking after nature gently and kindly.
- **Rubbish** – Things that don't belong in nature and should be cleaned up.
- **Protect** – To keep plants and animals safe.
- **Sustain** – To help something stay healthy and strong over time.

First Nations Connections

- **Country** – Land, water, animals, people and spirit – all connected and alive in First Nations cultures.
- **Totem** – A special animal or plant that connects a person or group to Country.
- **Elder** – A respected First Nations person who teaches about stories, land, and culture.
- **Story** – A way to learn and remember important knowledge about nature.
- **Respect** – Being kind and careful with people, places, and living things.

Insect Biodiversity – Vocabulary List (Prep–Year 2)

Biodiversity & Ecosystems

- **Biodiversity** – The many different kinds of living things in nature.
- **Bushland** – An area with trees, shrubs, and plants where animals and insects live.
- **Native Garden** – A garden made of plants that grow naturally in Australia.
- **Ecosystem** – A place where plants, animals, and other living things live and work together.

Invertebrates & Insects

- **Invertebrate** – A small animal with no backbone, like ants, beetles, or worms.
- **Insect** – A type of invertebrate with 6 legs and 3 body parts (head, thorax, abdomen).
- **Bug** – A common word for small invertebrates like beetles and butterflies.
- **Spider** – An invertebrate with 8 legs (not an insect).
- **Worm** – A soft-bodied invertebrate that lives in the soil.
- **Ant** – A small insect that often lives in large groups.

Growth, Features & Survival

- **Grow** – To get bigger or change as time goes on.
- **Survive** – To stay alive and healthy.
- **Adapt** – To change to suit the place an animal or insect lives.
- **Features** – Parts of a living thing's body, like legs, wings, or feelers.
- **Feelers (Antennae)** – Long parts on an insect's head used for touching or smelling.
- **Wings** – Body parts some insects use to fly.
- **Legs** – Body parts insects use to move.

Life Cycles

- **Egg** – The first stage of many animals' lives.
- **Larva** – A young insect that looks different from the adult.
- **Pupa** – The stage when an insect is changing inside a case or cocoon.
- **Adult** – The grown-up insect.
- **Change** – How a living thing grows or looks different over time.

Science Tools & Observation

- **Observe** – To look carefully at something.
- **Magnifying Glass** – A tool that helps us see small things more clearly.
- **Viewer** – A container with a clear lid to safely look at small creatures.
- **Microscope** – A tool that shows tiny things in detail.
- **Key (Dichotomous Key)** – A guide that helps identify animals or plants by looking at their features.

Conservation & Care

- **Protect** – To keep something safe.
- **Conserve** – To care for nature so it stays healthy.
- **Safe Handling** – Being gentle and careful with small living things.
- **Respect** – Treating living things and their homes kindly.
- **Habitat** – The place where a living thing lives and gets what it needs.

Consumer & Community Action

- **Consumer Choice** – A decision made by individuals or groups when buying or using products or energy.
- **Sustainable Practice** – An action that reduces environmental impact and supports long-term resource health.
- **Eco-Friendly** – A product or choice that is not harmful to the environment.
- **Energy Efficiency** – Using less energy to do the same job (e.g. LED lights, insulated homes).
- **Community Action** – When people work together to create positive change for the environment.