



Contents

| | |
|----------------------------------------------|----|
| Introduction | 3 |
| 1 Humans and animals | |
| 1.1 Skeletons | 6 |
| 1.2 The human skeleton | 8 |
| 1.3 Why do we need a skeleton? | 10 |
| 1.4 Skeletons and movement | 12 |
| 1.5 Drugs as medicines | 14 |
| 1.6 How medicines work | 16 |
| Check your progress | 18 |
| 2 Living things and environments | |
| 2.1 Amazing birds | 20 |
| 2.2 A habitat for snails | 22 |
| 2.3 Animals in local habitats | 24 |
| 2.4 Identification keys | 26 |
| 2.5 Identifying invertebrates | 28 |
| 2.6 How we affect the environment | 30 |
| 2.7 Wonderful water | 32 |
| 2.8 Recycling can save the Earth! | 34 |
| Check your progress | 36 |
| 3 Solids, liquids and gases | |
| 3.1 Matter | 38 |
| 3.2 Matter is made of particles | 40 |
| 3.3 How do solids, liquids and gases behave? | 42 |
| 3.4 Melting, freezing and boiling | 44 |
| 3.5 Melting in different solids | 46 |
| 3.6 Melting and boiling points | 48 |
| Check your progress | 50 |

| | | |
|----------|-------------------------------------------|-----|
| 4 | Sound | |
| 4.1 | Sound travels through materials | 52 |
| 4.2 | Sound travels through different materials | 54 |
| 4.3 | How sound travels | 56 |
| 4.4 | Loud and soft sounds | 58 |
| 4.5 | Sound volume | 60 |
| 4.6 | Muffling sounds | 62 |
| 4.7 | High and low sounds | 64 |
| 4.8 | Pitch on percussion instruments | 66 |
| 4.9 | Having fun with wind instruments | 68 |
| | Check your progress | 70 |
| | | |
| 5 | Electricity and magnetism | |
| 5.1 | Electricity flows in circuits | 72 |
| 5.2 | Components and a simple circuit | 74 |
| 5.3 | Switches | 76 |
| 5.4 | Circuits with more components | 78 |
| 5.5 | Circuits with buzzers | 80 |
| 5.6 | Mains electricity | 82 |
| 5.7 | Magnets in everyday life | 84 |
| 5.8 | Magnetic poles | 86 |
| 5.9 | Strength of magnets | 88 |
| 5.10 | Which metals are magnetic? | 90 |
| | Check your progress | 92 |
| | Reference | 94 |
| | Glossary and index | 98 |
| | Acknowledgements | 104 |