

FOLDER GAMES LIVING NONLIVING Reference

folder games living nonliving

Understanding the fascinating concept of differentiating between living and nonliving objects is a fundamental part of early science education and cognitive development. One engaging way to explore this topic is through "folder games," which are interactive, visual activities designed to help learners classify objects based on their characteristics. These games serve as a bridge between theoretical knowledge and practical understanding, making the learning process both fun and effective. In this article, we delve into the nature of folder games that focus on distinguishing living from nonliving things, their benefits, various types of activities involved, and how to implement them in educational settings.

What Are Folder Games? An Overview

Definition and Purpose

Folder games are educational activities that utilize foldable materials such as paper or cardboard to create interactive charts, charts, or scenes. These games often involve flaps, tabs, or sliding parts that reveal information when manipulated, encouraging active participation from learners. The main purpose of folder games is to enhance understanding of concepts through hands-on engagement, making abstract ideas more concrete.

Why Use Folder Games for Living vs. Nonliving Classification?

- Visual Learning: They provide visual cues that help learners easily differentiate between objects.
- Kinesthetic Engagement: Manipulating flaps or tabs promotes tactile learning.
- Reinforcement of Concepts: Repeated interaction helps solidify understanding.
- Adaptability: They can be tailored to different age groups and learning levels.

Key Characteristics of Living and Nonliving Things

Before designing folder games, it's essential to understand what constitutes living and nonliving things.

Characteristics of Living Things

Living things typically exhibit:

- Growth and development
- Movement (either voluntary or automatic)
- Reproduction
- Response to stimuli
- Need for food and water
- Possession of cells (basic unit of life)

Characteristics of Nonliving Things

Nonliving objects lack the biological processes associated with life and are characterized by:

- No growth or reproduction
- No movement unless acted upon by external forces
- No response to stimuli
- Do not need food or water
- Composed of nonliving materials like plastic, metal, or wood

Designing Folder Games: Key Elements and Steps

Essential Components

A well-designed folder game for living and nonliving classification should include:

- Clear labels and images
- Interactive flaps or tabs
- Simple, age-appropriate language
- Visual cues (colors, symbols)
- Instructions for use

Steps to Create a Folder Game

- **Select Objects:** Choose a variety of objects, both living and nonliving, suitable for the learners' age.
- **Gather Materials:** Use sturdy paper, scissors, glue, and coloring supplies.
- **Design Layout:** Divide the folder into sections?one for living things, one for nonliving things.

- Create Flaps/Tabs: Attach flaps that can be lifted to reveal information about each object.
- Add Descriptions: Write simple clues or characteristics that help identify the nature of each object.
- Test and Revise: Ensure the game is easy to understand and engaging.

Examples of Folder Games for Living and Nonliving Things

Example 1: Living or Nonliving?

- Objective: Classify objects into living or nonliving categories.
- Activity:
 - The folder has images of objects like a dog, a chair, a flower, and a rock.
 - Each image has a flap that, when lifted, reveals characteristics that help categorize the object.
 - Learners lift flaps and decide whether the object is living or nonliving based on the clues.

Example 2: Guess the Object

- Objective: Identify objects and classify them.
- Activity:
 - The folder contains partially covered images.
 - Learners observe the clues and lift the flap to see the full picture and determine if it's living or nonliving.

Example 3: Sorting Game

- Objective: Sort objects into two groups.
- Activity:
 - The folder has two sections labeled "Living" and "Nonliving."
 - Learners place images or small cut-outs of objects into the correct section by lifting flaps or using stickers.

Benefits of Using Folder Games in Education

Enhances Cognitive Skills

- Critical thinking and decision-making are developed as learners analyze clues and choose the correct category.

Improves Memory Retention

- Hands-on activities reinforce learning through active participation.

Encourages Independent Learning

- Learners can explore and learn at their own pace, fostering confidence.

Supports Different Learning Styles

- Visual, kinesthetic, and tactile learners benefit from these multisensory activities.

Implementing Folder Games in Classroom and Home Settings

Tips for Teachers and Parents

- Start Simple: Begin with basic objects and gradually introduce more complex ones.
- Encourage Discussion: Use the game as a platform for discussion about characteristics.
- Make it Interactive: Ask open-ended questions to promote critical thinking.
- Incorporate Technology: Use digital foldable activities for remote learning.
- Assess Understanding: Observe how learners classify objects to gauge comprehension.

Adapting for Different Age Groups

- For younger children, use colorful images and simple language.
- For older students, include more detailed clues and challenging objects.
- Modify the complexity of the game based on the learners' developmental level.

Conclusion

Folder games living nonliving serve as an effective and engaging educational tool for teaching fundamental biological concepts. By integrating visual, tactile, and cognitive elements, these activities facilitate better understanding of the characteristics that distinguish living from nonliving objects. They are versatile, adaptable, and suitable for a variety of learning environments, from classrooms to home settings. Implementing well-designed folder games can foster curiosity, critical thinking, and a lifelong interest in science among learners. As educators and parents continue to

seek innovative teaching methods, folder games remain a valuable resource in making science education accessible and enjoyable for learners of all ages.

Folder Games Living Nonliving

In the realm of educational tools and interactive activities, folder games have gained remarkable popularity among educators, parents, and children alike. Their versatility, portability, and engaging nature make them ideal for teaching a wide range of concepts, especially in foundational subjects like science and social studies. Among the most intriguing categories within folder games is the "Living and Nonliving" theme—a fundamental concept in biology that helps young learners differentiate between entities that are alive and those that are not.

This article delves into the intricacies of folder games centered on living versus nonliving things. We will explore what makes these games effective, how they are designed, and their pedagogical significance. Whether you're an educator seeking innovative classroom resources or a parent looking to enhance your child's understanding of the natural world, this comprehensive review aims to provide valuable insights.

Understanding the Concept of Living and Nonliving Things

Before exploring the specifics of folder games, it's essential to understand the core concept they aim to teach.

What Are Living Things?

Living things, also known as organisms, exhibit characteristics that distinguish them from nonliving objects. These include:

- Growth and Development: Living things grow and change over time.
- Reproduction: They can produce offspring or new members of their species.
- Response to Stimuli: Living entities react to environmental changes (e.g., plants bending toward light).
- Metabolism: They carry out chemical processes to sustain life.
- Homeostasis: Maintenance of a stable internal environment.
- Cellular Structure: All living things are made up of one or more cells.

Common examples:

- Animals (dogs, birds, fish)

- Plants (trees, flowers, grasses)
- Microorganisms (bacteria, fungi)

What Are Nonliving Things?

Nonliving things do not exhibit the characteristics listed above. They do not grow, reproduce, respond actively, or undergo metabolic processes. They are inanimate objects or substances.

Examples include:

- Rocks
- Water
- Air
- Chairs
- Plastic toys

Educational Significance: Teaching children to distinguish between these categories forms the foundation for understanding biological sciences and environmental awareness.

Design and Structure of Folder Games: Living vs. Nonliving

Folder games are a type of interactive, reusable resource that typically involve visual cues, matching, sorting, or categorization activities. When designed around the living/nonliving dichotomy, they serve as dynamic tools to foster classification skills, critical thinking, and scientific vocabulary.

Core Components of Living/Nonliving Folder Games

- Visual Cards or Flaps: Featuring images or illustrations of various objects, plants, animals, and inanimate items.
- Sorting Sections: Clearly labeled areas or pockets where children can place or sort cards.
- Interactive Elements: Flaps, pull-outs, or sliders that reveal information or prompt responses.
- Guidance Notes: Instructions for educators or parents on how to facilitate the activity.
- Reusability: Laminated materials or durable paper to withstand repeated handling.

Common Design Features

- **Color Coding:** Using colors to differentiate between living (e.g., green) and nonliving (e.g., gray or brown) to reinforce learning.
- **Engaging Illustrations:** Bright, age-appropriate images that attract

children's attention.

- **Clear Labels:** Precise wording for easy understanding.
- **Hands-on Activities:** Tasks like matching, categorizing, or explaining why an object belongs to a category.

Types of Folder Games in Living/Nonliving Theme

- **Matching Games:** Children match pictures of living things with their names or characteristics.
- **Sorting Activities:** Sorting images into two categories—living or nonliving.
- **Question-and-Answer Flaps:** Revealing facts or prompting reasoning questions.
- **Classification Charts:** Visual organizers that help children see the differences and similarities.

Benefits of Using Folder Games for Living vs. Nonliving Concepts

Implementing folder games in educational settings offers numerous advantages, especially when teaching abstract concepts like the difference between living and nonliving things.

Enhanced Engagement and Motivation

Interactive components make learning enjoyable, encouraging children to participate actively. The tactile nature of folder games appeals to kinesthetic learners and keeps attention high.

Visual Learning Support

Colorful images and visual cues help children associate words with pictures, reinforcing memory and comprehension.

Development of Critical Thinking Skills

Sorting and categorization activities require children to analyze and make decisions based on characteristics, fostering higher-order thinking.

Reinforcement of Scientific Vocabulary

Using specific terms like "reproduce," "growth," or "responds" helps build scientific literacy.

Flexibility and Adaptability

Folder games can be used in various settings—classrooms, homeschool environments, or even

individual study sessions?and can be tailored to different age groups or learning levels.

Cost-Effective and Reusable

Designed for repeated use, folder games are economical and environmentally friendly, especially when laminated.

Implementing Living/Nonliving Folder Games: Best Practices

To maximize educational impact, consider the following strategies:

Preparation and Setup

- Laminate materials for durability.
- Clearly label sorting sections.
- Prepare prompts or guiding questions.

Instructional Techniques

- Start with a discussion about what makes something living or nonliving.
- Use real objects alongside images to connect theory with tangible examples.
- Encourage children to explain their reasoning.
- Incorporate storytelling or scenarios to deepen understanding.

Assessment and Feedback

- Observe children's sorting accuracy.
- Ask open-ended questions to assess comprehension.
- Provide immediate positive feedback to reinforce correct understanding.

Extensions and Variations

- Include more categories, such as "once living" vs. "never alive."
- Introduce characteristics like "needs air" or "can move."
- Incorporate technology by blending physical folder activities with digital quizzes.

Sample Content and Ideas for Living/Nonliving Folder Games

Here are some ideas to inspire the creation or selection of folder games:

Sample Cards for Sorting:

- Living: Dog, Tree, Fish, Flower, Bird
- Nonliving: Rock, Chair, Water, Toy Car, Pencil

Activity Prompts:

- "Place all the animals in the living category."
- "Which objects are nonliving? Why?"
- "Can a plant be considered living? Explain."

Additional Features:

- Flaps revealing interesting facts:
- "Did you know? Plants grow towards sunlight."
- "Nonliving things do not respond to touch."

Creative Extensions:

- Have children draw their own examples.
- Incorporate a scavenger hunt where children find real objects matching the images.

Conclusion: The Value of Folder Games in Science Education

Folder games focusing on living and nonliving things serve as powerful tools to simplify complex biological concepts for young learners. Their interactive, visual, and hands-on nature makes abstract ideas concrete, fostering curiosity and understanding. When thoughtfully designed and effectively implemented, these games not only improve classification skills but also lay a strong foundation for scientific inquiry and environmental literacy.

In a digital age, where screens often dominate, tangible educational resources like folder games provide a refreshing and impactful alternative. They encourage active participation, cater to diverse learning styles, and cultivate a love for learning about the natural world.

Whether in a classroom, homeschool setting, or as part of an educational game kit, living/nonliving

folder games are invaluable assets that make science fun, accessible, and meaningful for children across all age groups.

Question What are folder games involving living and nonliving objects? Folder games involving living and nonliving objects are educational activities where children sort or categorize items into 'living' and 'nonliving' groups, often using folders or visual aids to enhance understanding. **Answer** How can I create a folder game to teach kids about living and nonliving things? You can create a folder game by assembling pictures or small objects of plants, animals, and humans for living things, and rocks, chairs, or toys for nonliving things. Children then sort these into labeled folders, helping them differentiate between the two. Why is it important for children to learn about living and nonliving things? Understanding the difference between living and nonliving things helps children grasp basic biological concepts, develop observation skills, and foster curiosity about the natural world. What are some fun activities to reinforce the concept of living vs nonliving in folder games? Activities include scavenger hunts, where kids find living and nonliving objects around the classroom or home, or matching games using pictures, which reinforce their ability to classify objects correctly. At what age can children start understanding the concept of living and nonliving things through folder games? Children around ages 3 to 5 are typically able to grasp basic concepts of living and nonliving things, making this a suitable age for introducing folder games on this topic. Can technology be incorporated into folder games about living and nonliving things? Yes, digital apps and interactive online games can supplement traditional folder activities, allowing children to sort and categorize objects virtually, which can enhance engagement and understanding. How do folder games support early science education? Folder games promote hands-on learning, critical thinking, and classification skills, forming a foundation for more complex scientific concepts as children grow. What are some common mistakes to avoid when using folder games to teach about living and nonliving things? Avoid using ambiguous images or objects that can be confusing, ensure activities are age-appropriate, and provide clear explanations to help children understand the differences effectively.

Related keywords: folder games, living nonliving, educational activities, biology games, life sciences, classification games, biology education, living things, nonliving objects, science activities

Living And Non Living Things Multiple Choice

living and non living things multiple choice questions are a common way to assess understanding of the fundamental differences between what constitutes living organisms and inanimate objects. These questions are widely used in school examinations, quizzes, and educational activities to help students grasp essential biological concepts and develop observational skills. Recognizing the characteristics that distinguish living from non-living things is crucial for

students studying biology, environmental science, and general science education. In this article, we will explore the differences between living and non-living things through multiple-choice questions, their importance in education, and tips on how to approach such questions effectively.

Understanding Living and Non-Living Things

Before diving into multiple-choice questions, it's essential to understand the basic definitions and characteristics that differentiate living and non-living things.

What Are Living Things?

Living things, also known as organisms, are entities that exhibit certain biological processes. They are capable of growth, reproduction, response to stimuli, metabolism, and adaptation over time. Examples include humans, animals, plants, fungi, and microorganisms.

Characteristics of living things:

- **Growth and Development:** Living things grow in size and develop features over time.
- **Reproduction:** They produce new individuals of the same species.
- **Response to Stimuli:** They react to environmental changes, such as light, sound, or touch.
- **Metabolism:** They carry out chemical reactions to produce energy.
- **Homeostasis:** They maintain a stable internal environment.
- **Adaptation:** They evolve over generations to better survive in their environment.

What Are Non-Living Things?

Non-living things are objects or substances that do not possess the biological processes characteristic of living organisms. They do not grow, reproduce, respond to stimuli, or undergo metabolism.

Examples include:

- Rocks
- Water
- Air
- Furniture
- Buildings
- Plastic objects

Characteristics of non-living things:

- Do not grow or develop
- Do not reproduce
- Do not respond actively to stimuli
- Are not capable of metabolism
- Maintain a fixed composition

Common Multiple Choice Questions on Living and Non-Living Things

Multiple choice questions (MCQs) are an effective way to test knowledge in a quick and efficient manner. Here are some typical MCQs that can help reinforce understanding.

Sample Questions and Answers

- Which of the following is a non-living thing?

- a) Tree
- b) Dog
- c) Rock
- d) Fish

Answer: c) Rock

- Which characteristic is common to all living things?

- a) Responding to stimuli
- b) Having a backbone
- c) Being made of plastic
- d) Being found in water

Answer: a) Responding to stimuli

- Which of these is NOT a characteristic of living organisms?

- a) Growth
- b) Reproduction
- c) Movement
- d) Inability to respond to environment

Answer: d) Inability to respond to environment

- **Which of the following is an example of a living thing?**

- a) Air
- b) Mushroom
- c) Water
- d) Plastic bag

Answer: b) Mushroom

- **Which statement best describes non-living things?**

- a) They can reproduce
- b) They grow and develop
- c) They do not respond to stimuli
- d) They carry out life processes

Answer: c) They do not respond to stimuli

How to Approach Multiple Choice Questions on Living and Non-Living Things

Approaching MCQs effectively requires understanding the concepts and applying logical reasoning. Here are some tips:

1. Read the Question Carefully

Pay close attention to what the question asks. Look for keywords such as "which," "all," "except," or "most."

2. Recall Key Characteristics

Think about the defining features of living and non-living things. Remember that characteristics like growth, reproduction, response, and metabolism are exclusive to living things.

3. Eliminate Incorrect Options

Narrow down choices by ruling out options that do not fit the criteria. For example, if an option clearly lacks the ability to reproduce or respond, it's likely non-living.

4. Be Wary of Tricky Questions

Some questions may contain options that seem similar. Carefully analyze each choice, and consider real-world examples to guide your answer.

5. Use Examples to Clarify

Relate options to familiar objects or organisms. For instance, if an option is "a plant," remember that plants are living organisms.

Importance of Differentiating Living and Non-Living Things in Education

Understanding the difference between living and non-living things is fundamental in science education for several reasons:

- **Foundation of Biological Science:** It helps students comprehend basic biological concepts and the classification of organisms.
- **Environmental Awareness:** Recognizing living and non-living components of ecosystems fosters environmental consciousness.
- **Scientific Observation:** It enhances skills in observation and critical thinking.
- **Preparation for Advanced Topics:** Concepts learned here form the basis for studying ecology, physiology, and evolution.

Incorporating multiple-choice questions into lessons encourages active participation, reinforces learning, and helps teachers assess students' understanding effectively.

Conclusion

Living and non-living things multiple choice questions serve as an essential tool in education to reinforce understanding of fundamental biological concepts. By recognizing the key differences—such as growth, reproduction, response to stimuli, and metabolism—students can better classify objects and organisms they encounter daily. Preparing for such questions involves understanding characteristics, practicing sample questions, and applying logical reasoning. Whether in classroom quizzes, competitive exams, or self-assessment, mastering these concepts ensures a solid foundation in science education and fosters curiosity about the natural world.

Remember: Always analyze each option carefully, recall the main features of living and non-living things, and relate questions to real-world examples for best results.

Living and Non-Living Things Multiple Choice: An In-Depth Exploration

Understanding the differences between living and non-living things is fundamental in the study of biology and environmental sciences. This knowledge helps us classify the myriad objects and organisms we encounter daily, fostering a deeper appreciation of the natural world. Multiple-choice questions (MCQs) are a common assessment tool used to evaluate comprehension of these concepts. In this article, we delve into the core characteristics that distinguish living from non-living things, explore typical MCQ formats, and provide insights on how to approach such questions effectively.

The Significance of Differentiating Living and Non-Living Things

Before exploring the mechanics of multiple-choice questions, it's essential to grasp why distinguishing between living and non-living entities matters. This understanding forms the foundation for various scientific disciplines, including biology, ecology, medicine, and environmental science.

- **Biological Classification:** Organisms are categorized based on their characteristics, aiding in scientific naming and study.
- **Environmental Impact:** Recognizing which objects or substances are living or non-living influences conservation efforts and ecological management.
- **Daily Life Applications:** From understanding household objects to recognizing natural phenomena, this knowledge informs everyday decisions.

Fundamental Characteristics of Living Things

Living things, also known as organisms, exhibit specific features that set them apart from non-living objects. Recognizing these features is crucial for answering MCQs accurately.

- **Growth and Development**

Living organisms grow and develop over time, increasing in size and undergoing various structural changes. For example, a seed germinating into a plant exemplifies growth and development.

- **Reproduction**

Living things have the ability to reproduce, creating new individuals of the same species. This can occur sexually (involving two parents) or asexually (single parent).

- Response to Stimuli

Organisms respond to environmental stimuli such as light, temperature, or touch. For instance, plants bend towards sunlight, and animals react to danger.

- Metabolism

Living entities carry out metabolic processes, involving chemical reactions that sustain life, such as respiration and digestion.

- Homeostasis

Maintaining a stable internal environment, or homeostasis, is characteristic of living organisms. Humans regulate body temperature, for example.

- Cellular Structure

All living things are made up of one or more cells, which are the basic units of life.

- Adaptation to Environment

Over generations, living organisms adapt to their surroundings through evolutionary changes.

Characteristics of Non-Living Things

Non-living objects do not possess the features listed above. They do not grow, reproduce, respond to stimuli in the biological sense, or undergo metabolic processes.

Key Features of Non-Living Things:

- Lack of Cellular Structure: They are not made up of cells.
- No Growth or Development: They do not grow or change over time unless physically altered.
- No Reproduction or Metabolism: They do not reproduce or carry out metabolic reactions.
- Inability to Respond to Stimuli: They do not respond to environmental changes biologically.
- Inanimate Nature: Examples include rocks, water, air, and man-made objects like chairs and buildings.

Common Multiple Choice Question Formats on Living and Non-Living Things

MCQs are designed to test knowledge, understanding, and application of concepts related to living and non-living things. Here are typical formats and how to approach them.

- Identification Questions

These ask students to identify whether an object or organism is living or non-living.

Example:

Which of the following is a living thing?

- a) Rock
- b) Tree
- c) Water
- d) Air

Correct Answer: b) Tree

Tip: Focus on the features like growth, reproduction, and cellular structure to distinguish living from non-living options.

- Statement-Based Questions

These present statements about characteristics, requiring the test-taker to judge their truthfulness.

Example:

Which of the following statements is true?

- a) A car can grow and reproduce.
- b) A fish responds to touch and can reproduce.
- c) A book responds to stimuli.

d) A mountain can carry out respiration.

Correct Answer: b) A fish responds to touch and can reproduce.

Tip: Remember, only living things can perform biological functions like response and reproduction.

- Application and Scenario Questions

These involve applying knowledge to real-life situations or hypothetical scenarios.

Example:

An organism is observed to respond to light, grow over time, and reproduce. Which category does it belong to?

- a) Non-living object
- b) Living organism
- c) Man-made object
- d) Non-living natural object

Correct Answer: b) Living organism

Tip: Use the key characteristics to analyze the scenario rather than relying solely on appearance.

- True or False Questions

Quick assessments of understanding.

Example:

All non-living things are made up of cells. (True/False)

Answer: False

Strategies for Answering Multiple Choice Questions Effectively

To excel in MCQs on living and non-living things, consider the following strategies:

- Read Each Question Carefully: Pay attention to keywords like "always," "never," or "reproduce."
- Eliminate Clearly Wrong Options: Narrow down choices to improve chances of selecting the correct answer.
- Recall Key Characteristics: Use your knowledge of the features that define living and non-living entities.
- Look for Clues in the Wording: Sometimes the phrasing hints at the correct answer.
- Practice Regularly: Familiarity with common question types boosts confidence and accuracy.

Sample Multiple Choice Questions with Explanations

Here are some sample MCQs to test your understanding:

- Which of the following is NOT a characteristic of living things?

- a) Growth
- b) Response to stimuli
- c) Inability to move
- d) Reproduction

Answer: c) Inability to move

Explanation: While many living things can move, some, like plants, do not move freely. However, the key point is that movement is a common characteristic, and inability to move in itself is not a hallmark of non-living things.

- A rock is an example of a:

- a) Living thing
- b) Non-living thing
- c) Dead organism

d) Reproducing organism

Answer: b) Non-living thing

Explanation: Rocks do not grow, reproduce, respond biologically, or metabolize.

- Which feature is shared by both living and non-living things?

a) Respond to stimuli

b) Made up of cells

c) Can reproduce

d) Can grow

Answer: a) Respond to stimuli

Explanation: Non-living things can respond to stimuli in a physical or chemical way (e.g., a mirror reflecting light). However, biological response is characteristic of living things.

The Educational Importance of Understanding Living and Non-Living Things

Mastering the distinctions through MCQs and related exercises enhances scientific literacy. It allows students and enthusiasts to:

- Better understand ecosystems and biodiversity.
- Recognize natural phenomena versus man-made objects.
- Develop critical thinking skills by analyzing characteristics rather than superficial appearances.
- Prepare effectively for exams and assessments.

Conclusion

Distinguishing between living and non-living things is more than an academic exercise; it is a window into understanding the natural world. Multiple-choice questions serve as an accessible means to test and reinforce this knowledge, emphasizing key characteristics such as growth, reproduction, response to stimuli, and cellular structure. By familiarizing oneself with these features and practicing various question formats, learners can confidently navigate the concepts that underpin biology and environmental science.

Remember, the core difference lies in the presence of life processes. Living things grow, reproduce, respond, and adapt?non-living things do not. Recognizing these fundamental traits is essential, whether you're answering quiz questions or simply marveling at the complexity of nature around you.

QuestionAnswer Which of the following is a living thing? A plant Which characteristic is NOT typical of living things? They do not grow Which of these is an example of a non-living thing? A rock What do living things need to survive? Food, water, and air Which of the following is NOT a living thing? A chair Which characteristic helps distinguish living things from non-living things? Living things can grow and reproduce Which of the following is a non-living thing? A bicycle Which of these is a non-living object? A computer Living things can do which of the following? Carry out life processes like growth and movement Which of the following is a non-living thing that can be found in nature? A mountain

Related keywords: living things, non-living things, characteristics, plants, animals, objects, biotic factors, abiotic factors, classification, examples

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