

The interface features a central workspace with two large spiral targets. The left target is purple and labeled "Living", while the right target is dark green and labeled "Non-Living". At the top, there are "Edit" and "Reset" buttons, and a help icon in the top right corner. At the bottom, there are eight buttons representing different items: Bacteria, Dog, Fungus, Coral, Virus, Paper, Cotton, and Fossil.

Living

Non-Living

Edit

Reset

Bacteria

Dog

Fungus

Coral

Virus

Paper

Cotton

Fossil

Can living things become non-living?

Where do some of the non-living things come from?

Difference between non-living and dead

Non-living things do not display at least one of the characteristics of living things

Dead is when a living thing loses its ability to display the characteristics of life

Example

A tree is alive but wood is dead

Paper is non-living but it comes from a living thing















