CEUSE SYSTEMS: WHAT DOES IT MEAN TO BE ALIVE? All Living things have a FEW COMMON CHARACTERISTICS: CIVING GROW REPRODUCE PROVLE WASTE MADE of CEILS NEED ENERGY RESPOND? ADAPT To ENNIRONMENT (ELLS - BASIC UNIT of Life -DAIL Living things HAVE AT LEAST 1 Cell. -> EVERY CELL COMES FROM MOTHER CELL. PRODUCER VS. CONSUME [-NEED NUTRIENTS (ENERGY) OFGANISM'S NEED A BALANCE BETWEEN ENERgy usage & creation the sum of the differences = METABOLISM <u>stimulus</u> <u>receptor</u> <u>control</u> <u>effector</u> ENVISONMENT & AGAPTATION -All living things respond to events called a <u>stimulus</u> -Adaptations -> physical /Behaviourne difference Coex: Temp change -that increases survivability - Njury REPRODUCTION -> All Living things Must REPRODUCE in SOME WAY WATERMELON VS. WOLF

GROWTH -> not just a matter of size -> over time structures = parts breakdown & need to be replaced skin -> always replaced o CHANGES CAN BE HAIR DRAMATIC -> EX: FROG Egg + TADPOLE + FROG LGS INPOLE MORENTIN HOLED HOLE NOCH INFO DENSITY IN HOLED WASTE - all Living things REQUINE WASTE REMOVAL SYSTEM PLANTS: their "Waste" = 02 HVMANS: CO2 AND POO ALL LIVING things Must Do the following to be LIVING W: PRODUCE WASTE 2 E: Consume ENERGY 3 E: RESPOND to ENVIRONMENT 4 R: REPRODUCE 5 G: GROW MO DEVELOP R REPRODUCE G GROW MD DEVELOP