

# UNIT 6: INVERTEBRATES



# First overview

Invertebrates are the largest group of animals in the world.



Most invertebrates have an exoskeleton to protect their body.



# Two big groups

## ARTHROPODS



## MOLLUSCS



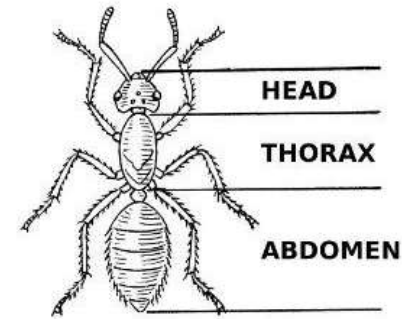
# ARTHROPODS

Arthropods are the biggest group of invertebrates.

We can differentiate **four** subgroups:

- ❖ Insects
- ❖ Arachnids
- ❖ Myriapods
- ❖ Crustaceans

# INSECTS



- They have exoskeleton.
- Body has three main sections: head, thorax and abdomen.
- They have two antennae.
- They have six legs.
- Most of them have wings to fly.
- Examples: Grasshopper, bee, wasp...



# insects



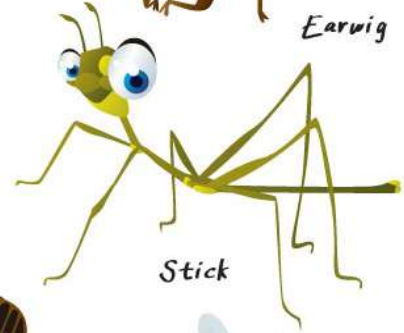
Katydid



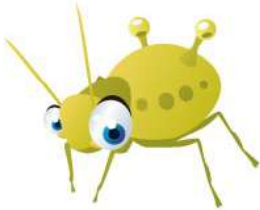
Earwig



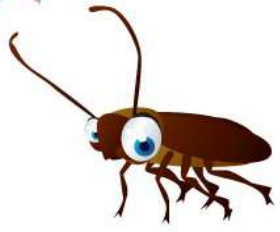
Beetle



Stick



Aphid



Cockroach



Cicada



Mosquito



Vine borer



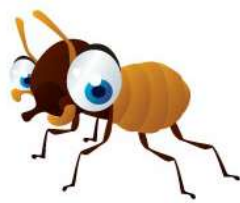
Dragonfly



Grasshopper



Bee



Termite



Underwing

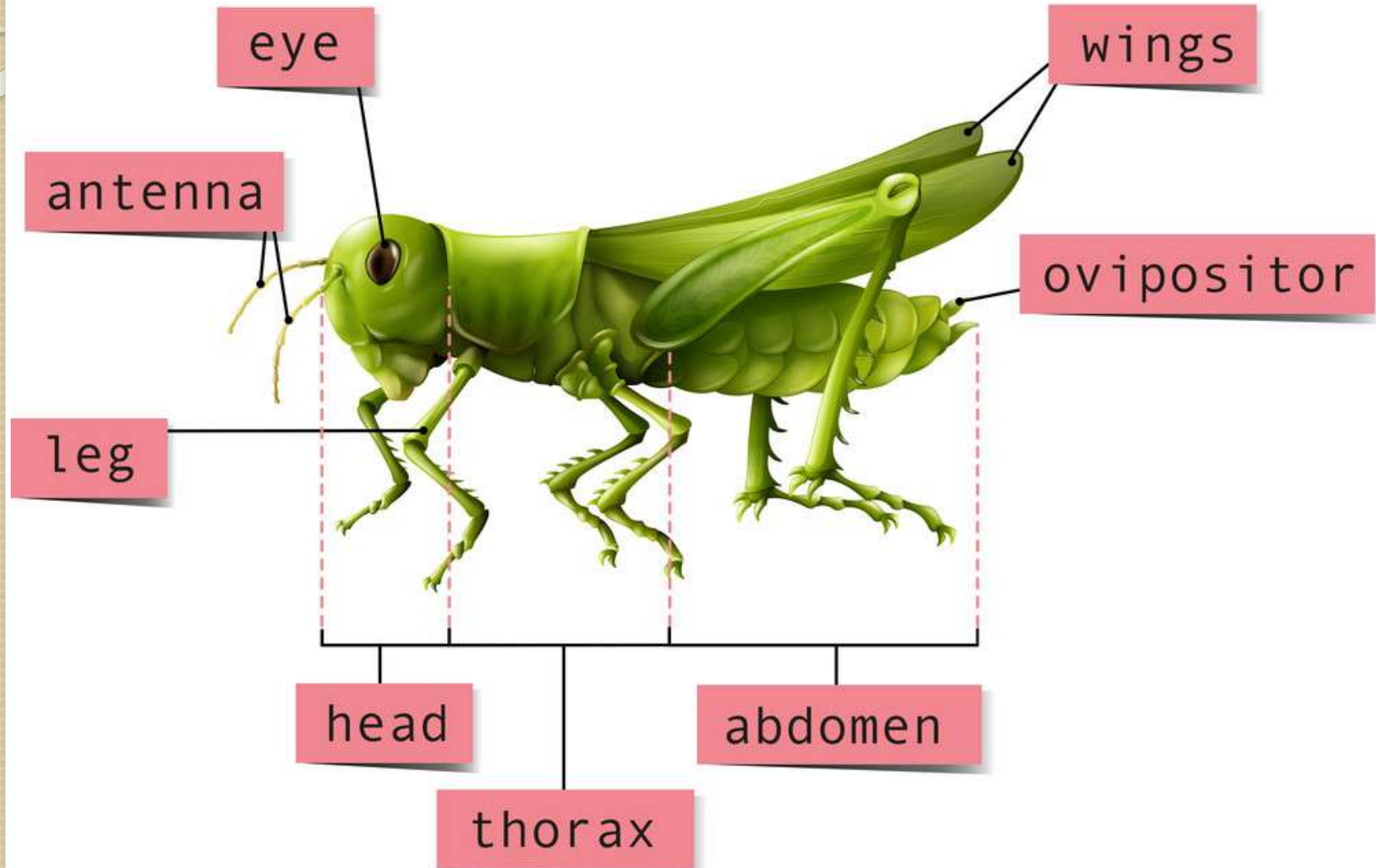


Netwing

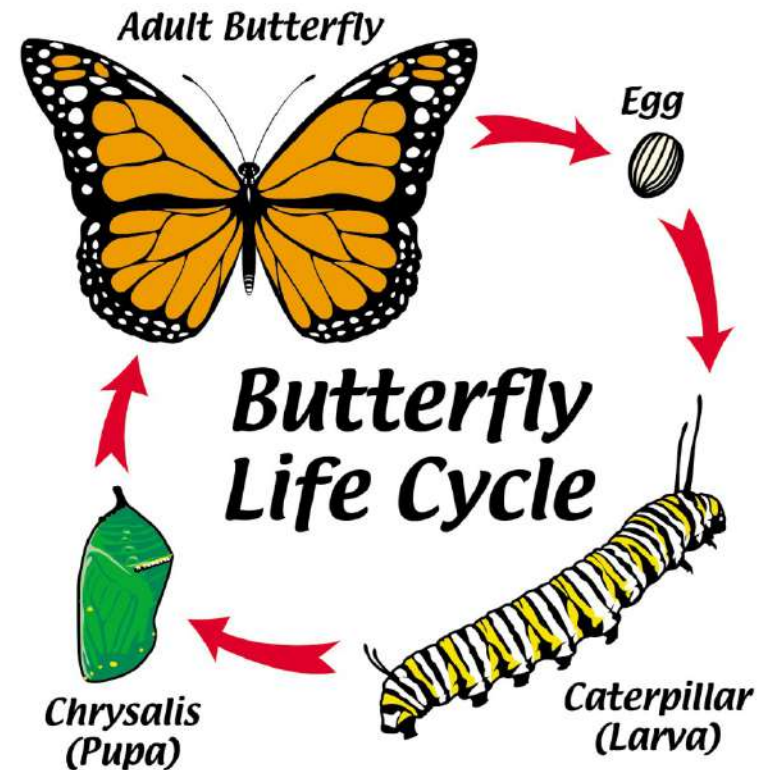
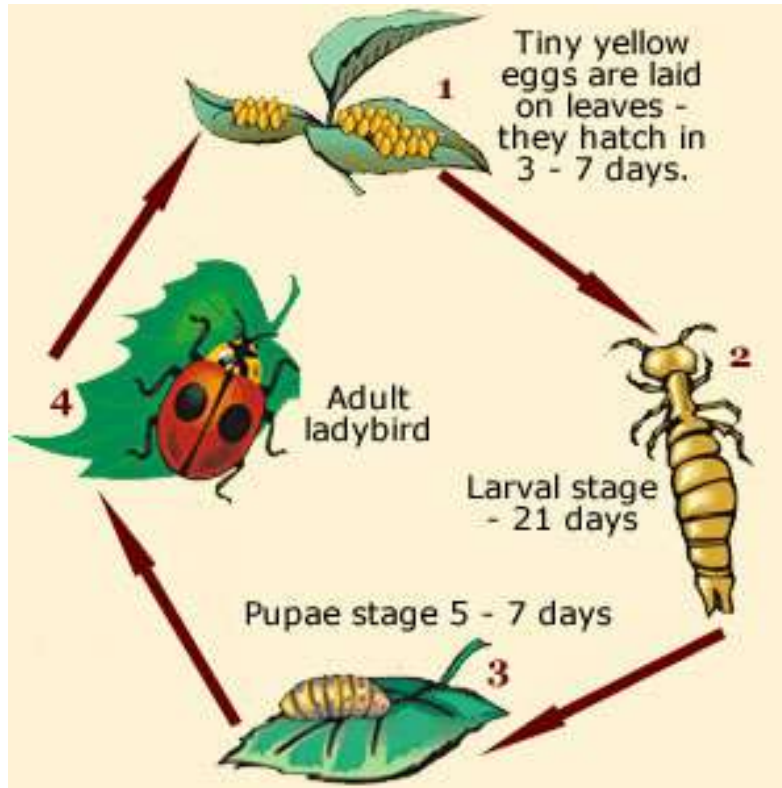


Ladybird

# Parts of an Grasshopper



# THE LIFE CYCLE OF AN INSECT





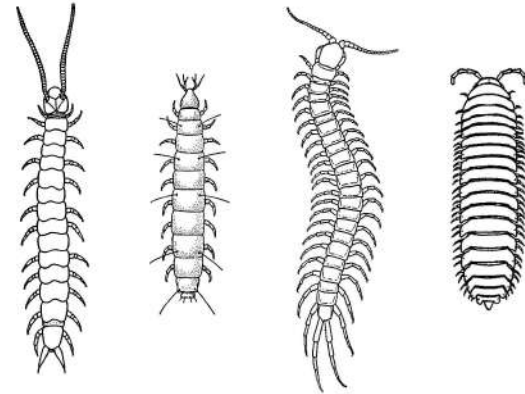
# ARACHNIDS



- They have exoskeleton.
- Their body has two sections: head and abdomen.
- They have eight legs.
- Examples: spider, tarantula, scorpion...



# MYRIAPODS



- They have exoskeleton.
- Their body has lots of segments.
- They have lots of legs.
- They have two antennae.
- Example: centipede.



# CRUSTACEANS

- They have exoskeleton.
- They have eight legs and two claws.
- They have four antennae.
- Example: crab, shrimp, lobster...



# MOLLUSCS

Molluscs is the other group of invertebrates. We can differentiate **three** subgroups:

- ❖ Gastropods
- ❖ Bivalves
- ❖ Cephalopods

# GASTROPODS

- They have soft body.
- They live on land and in water.
- Example: snail, slug.



# BIVALVES

- They have soft body.
- They live in water.
- Example: mussels, clams, oysters...



# CEPHALOPODS

- They have soft body.
- They live in water.
- They have tentacles.
- Example: octopus, squid...



# MEDIA CONTENT

[Life cycle of insects](#)



[Arthropods](#)



[Invertebrate animals](#)



[Molluscs](#)

