101 things to learn in art school mit press PDF

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Embarking on an art school journey is an exciting and transformative experience that offers a wide array of skills, techniques, philosophies, and insights. MIT Press, renowned for its contributions to academic and practical knowledge, provides a comprehensive exploration of what students can expect to learn during their time in art school. From foundational technical skills to advanced conceptual thinking, understanding these 101 elements can help prospective students, current learners, and educators appreciate the depth and breadth of education that art school encompasses. This article delves into these essential areas, structured into key categories that highlight the multifaceted nature of art education.

Foundational Technical Skills

Drawing and Observation

- Mastery of basic drawing techniques (lines, shading, proportions)
- Developing keen observational skills
- Understanding perspective and depth
- Rendering realistic textures and surfaces
- Gesture drawing for capturing motion and emotion

Painting Techniques

- Color theory and mixing
- Acrylic, oil, and watercolor workflows
- Layering and glazing methods
- Composition and visual balance
- Use of light and shadow

Sculpture and 3D Art

- Clay modeling and carving
- Working with various materials (metal, wood, plaster)
- Understanding form and volume

- Installation and site-specific sculpture
- Digital sculpting and 3D printing

Printmaking and Reproduction

- Lithography, etching, and screen printing
- Techniques for multiples and editions
- Exploring textures and surfaces
- Preservation and archival practices

Digital Art and New Media

- Adobe Creative Suite (Photoshop, Illustrator)
- Digital painting and illustration
- Animation and motion graphics
- Interactive media and virtual reality
- Coding basics for generative art

Theoretical and Conceptual Foundations

Art History and Criticism

- Major art movements and their contexts
- Analyzing artworks critically
- Understanding cultural and social influences
- Developing visual literacy
- Engaging with contemporary art discourse

Philosophy of Art

- Aesthetics and beauty
- Art as social commentary
- Ethics in art creation and dissemination
- The role of the artist in society
- Theories of originality and authorship

Visual Culture and Media Studies

- Media literacy in a digital age
- Semiotics and symbolism
- Media influence on perception
- Interdisciplinary approaches to visual phenomena
- Exploring popular culture as art

Concept Development and Ideation

- Brainstorming techniques
- Developing personal themes
- Narrative construction in art
- Conceptual frameworks and theories
- Critical reflection and critique

Practical Skills and Professional Development

Studio Practice and Workflow

- Time management in the studio
- Setting up efficient workspaces
- Maintaining and caring for tools and materials
- Documenting and archiving work
- Preparing work for exhibition

Collaboration and Community Engagement

- Working with fellow artists and collaborators
- Participating in group projects
- Community-based art initiatives
- Public art and outreach programs
- Networking within the art world

Exhibition and Presentation

- Curating and installing art shows
- Writing artist statements and bios
- Photography and documentation of work

- Using digital platforms for showcasing art
- Understanding gallery and museum operations

Business Skills for Artists

- Art market dynamics
- Pricing artwork effectively
- Marketing and branding strategies
- Grant writing and funding applications
- Negotiating commissions and contracts

Interdisciplinary and Experimental Approaches

Cross-Disciplinary Collaboration

- Merging art with science, technology, and design
- Participating in interdisciplinary projects
- Understanding the language of other fields
- Bridging gaps between disciplines for innovative work

Experimental Techniques and Media

- Using unconventional materials
- Incorporating found objects
- Participating in performance art
- Exploring sound, video, and installation art
- Engaging in participatory and relational art

Innovative Concepts and Future Trends

- Artificial intelligence in art
- Virtual and augmented reality applications
- Bioart and sustainable practices
- Immersive and experiential art forms
- Ethical considerations in emerging technologies

Personal Growth and Artistic Identity

Developing a Personal Voice

- Reflecting on individual experiences and perspectives
- Experimenting with style and technique
- Building a consistent artistic language
- Embracing vulnerability and authenticity
- Evolving through critique and feedback

Resilience and Adaptability

- Navigating setbacks and failures
- Managing creative blocks
- Adapting to changing markets and technologies
- Balancing commercial and personal work
- Sustaining motivation over time

Ethical and Cultural Awareness

- Respecting cultural origins and contexts
- Addressing issues of appropriation
- Promoting inclusivity and diversity
- Engaging with social justice themes
- Reflecting on the impact of one?s work

Additional Essential Learning Areas

Environmental and Sustainable Practices

- Eco-friendly materials and processes
- Life cycle analysis of artworks
- Promoting sustainability in art production
- Incorporating environmental themes into work

Language and Communication Skills

- Art writing and critical essays

- Public speaking and artist talks
- Digital storytelling
- Effective visual communication
- Collaboration with non-art stakeholders

Legal and Ethical Aspects

- Copyright laws and intellectual property
- Fair use and licensing
- Ethical considerations in representation
- Contract negotiation
- Privacy and consent in participatory art

Self-Directed Learning and Lifelong Growth

- Curating your own educational path
- Staying updated with industry trends
- Participating in residencies and workshops
- Building a sustainable artistic practice
- Mentoring and teaching others

Conclusion

The journey through art school, especially within an institution supported by MIT Press?s rich academic resources, encompasses an expansive spectrum of knowledge and skills. From mastering technical proficiency to cultivating a critical and conceptual mindset, students are equipped to navigate and contribute meaningfully to the evolving landscape of art and culture. Embracing these 101 learning points can foster a comprehensive, reflective, and innovative approach to art-making?preparing students not only to excel technically but also to develop as thoughtful, ethical, and resilient artists. Whether one aims to pursue a career in fine arts, design, digital media, or interdisciplinary fields, the lessons learned in art school form a foundational bedrock for lifelong artistic growth and societal impact.

101 Things to Learn in Art School MIT Press is a comprehensive guide that offers aspiring artists, students, and art enthusiasts an in-depth exploration of the essential skills, concepts, and practices needed to thrive in the world of art. This book serves as both a curriculum and a reference manual, distilling a wealth of artistic knowledge into 101 digestible topics. Whether you're just starting your artistic journey or looking to deepen your understanding of specific techniques and theories, this volume provides a valuable roadmap. The blend of practical advice, historical context, and

philosophical insights makes it a standout resource that bridges theory and practice seamlessly.

Introduction to Art Fundamentals

Understanding Basic Drawing Techniques

One of the fundamental skills emphasized in the book is mastering drawing techniques. It covers everything from line quality and shading to proportions and perspective. The section encourages experimentation with different mediums?pencil, charcoal, ink?and emphasizes the importance of observation skills.

Features:

- Step-by-step tutorials
- Exercises to improve hand-eye coordination
- Tips on developing a personal style

Pros:

- Builds a solid foundation for all visual arts
- Enhances observational skills crucial for realistic rendering

Cons:

- May feel basic for advanced students
- Requires consistent practice for mastery

Color Theory and Composition

Understanding how colors interact and the principles of composition are vital. This section delves into color wheel fundamentals, harmony, contrast, and the psychological effects of colors. It also explores compositional rules like the rule of thirds, leading lines, and balance.

Features:

- Visual examples of effective compositions
- Exercises to test color mixing and harmony

Pros:

- Provides a strong theoretical basis
- Practical exercises foster creative experimentation

Cons:

- Overemphasis on traditional rules may limit innovation
- Needs to be supplemented with contemporary approaches

Historical Context and Artistic Movements

Major Art Movements and Their Significance

A comprehensive overview of influential art movements?from Renaissance to Modernism?helps students understand the evolution of artistic ideas and techniques.

Features:

- Chronological summaries with key artworks
- Critical analysis of movement philosophies

Pros:

- Deepens appreciation of art history
- Inspires contextual understanding for contemporary work

Cons:

- May be overwhelming for beginners
- Requires active engagement to connect movements to personal practice

Influential Artists and Their Techniques

Studying individual artists? approaches offers insights into diverse methodologies. The book covers figures like Picasso, Van Gogh, and Kehinde Wiley, highlighting their unique techniques and

philosophies.

Features:

- Case studies
- Visual comparisons

Pros:

- Inspires innovation by learning from masters
- Demonstrates versatility in artistic approaches

Cons:

- Focus on well-known figures may overshadow lesser-known artists
- Requires supplementary research for deeper understanding

Techniques and Mediums

Painting: Acrylics, Oils, and Watercolors

The book explores various painting mediums, discussing their properties, advantages, and challenges. It includes tutorials on mixing colors, layering, and glazing techniques.

Features:

- Medium-specific tips
- Sample projects

Pros:

- Encourages experimentation with different mediums
- Helps students identify their preferred techniques

Cons:

- Limited space may not cover all nuances
- Requires access to materials for practice

Sculpture and Three-Dimensional Art

This section introduces sculpture fundamentals, from clay modeling to assemblage. It emphasizes spatial awareness, anatomy, and material handling.

Features:

- Step-by-step sculpting tutorials
- Safety tips for working with tools and materials

Pros:

- Enhances understanding of form and volume
- Broadens artistic skill set

Cons:

- Material costs can be high
- Space requirements for working on sculptures

Printmaking and Mixed Media

Exploring printmaking techniques such as linocuts, screen printing, and monotypes, the book encourages combining media for innovative results.

Features:

- Technical procedures
- Creative prompts for projects

Pros:

- Fosters experimentation

- Combines traditional and contemporary approaches

Cons:

- Technical complexity may deter beginners
- Requires access to specialized equipment

Conceptual and Theoretical Frameworks

Art Criticism and Analysis

Learning how to critically analyze artworks involves understanding symbolism, context, and formal elements. The book provides frameworks for developing articulate critiques.

Features:

- Vocabulary builders
- Sample critique essays

Pros:

- Sharpens observational skills
- Prepares students for professional dialogues

Cons:

- Can be abstract without hands-on application
- May intimidate novices

Philosophy of Art and Aesthetics

Engaging with philosophical questions about beauty, meaning, and the purpose of art encourages deeper reflection.

Features:

- Summaries of major aesthetic theories
- Prompts for personal reflection

Pros:

- Cultivates critical thinking
- Enriches artistic intent

Cons:

- Abstract concepts may be challenging
- Requires thoughtful engagement

Digital Tools and New Media

Digital Painting and Illustration

The rise of digital art is well-represented, with tutorials on software like Photoshop, Procreate, and Illustrator.

Features:

- Step-by-step digital workflows
- Tips on tablet and stylus use

Pros:

- Essential for modern artists
- Facilitates quick experimentation

Cons:

- Steep learning curve for beginners
- May require costly equipment

Animation and Video Art

Basics of animation principles, storyboarding, and integrating video into art practice are covered.

Features:

- Technical guides
- Creative project ideas

Pros:

- Opens up interdisciplinary possibilities
- Enhances storytelling skills

Cons:

- Technical complexity
- Time-intensive processes

Studio Practice and Professional Development

Time Management and Studio Organization

Effective studio habits are crucial. The book offers tips on scheduling, workspace setup, and maintaining motivation.

Features:

- Checklists
- Strategies for balancing projects

Pros:

- Improves productivity
- Creates a sustainable artistic practice

Cons:

- May vary depending on individual workflow
- Needs customization

Portfolio Building and Presentation

Guidance on selecting works, photographing art, and designing professional portfolios.

Features:

- Digital and physical presentation tips
- How to tailor portfolios for applications

Pros:

- Enhances professional readiness
- Boosts confidence in self-promotion

Cons:

- Requires ongoing updates
- Can be time-consuming

Networking and Art World Navigation

Insights into building relationships, understanding galleries, and participating in exhibitions.

Features:

- Tips for artists? statements
- Strategies for outreach

Pros:

- Facilitates career development
- Builds community

Cons:

- Can feel daunting for introverts
- Needs genuine engagement

Conclusion

101 Things to Learn in Art School MIT Press is an invaluable resource that covers a broad spectrum of topics fundamental to developing as an artist. Its strengths lie in its comprehensive scope, practical tutorials, and integration of historical and theoretical perspectives. While it may sometimes lean towards traditional approaches, its emphasis on experimentation and critical thinking encourages students to forge their unique artistic identities.

For those committed to a thorough understanding of art, this book offers a structured yet flexible guide that can be revisited repeatedly. Its detailed coverage equips students not just with technical skills but also with the conceptual and professional tools necessary to succeed in the diverse and ever-evolving art world. Whether used as a textbook, a reference manual, or a source of inspiration, 101 Things to Learn in Art School MIT Press stands as a testament to the multifaceted nature of art education and the lifelong journey of artistic growth.

QuestionAnswer What are some key topics covered in '101 Things to Learn in Art School' by MIT Press? The book covers a wide range of topics including foundational art techniques, conceptual thinking, art history, contemporary practices, technical skills, and professional development for artists. How does '101 Things to Learn in Art School' cater to both beginners and advanced art students? The book offers insights suitable for beginners by introducing basic concepts and skills, while also providing in-depth discussions and advanced ideas that challenge experienced students to expand their practice. Can '101 Things to Learn in Art School' help students develop their personal artistic voice? Yes, the book encourages students to explore their individuality through exercises and reflections, fostering the development of a unique artistic voice and perspective. Does the book include practical exercises or just theoretical knowledge? The book integrates practical exercises with theoretical insights, allowing students to actively apply concepts and techniques in their artistic practice. How is '101 Things to Learn in Art School' relevant to current trends in art and design? The book addresses contemporary issues such as digital art, interdisciplinary practices, and social engagement, making it highly relevant to current trends in the art world. Would '101 Things to Learn in Art School' be a good resource for self-directed learners outside formal education? Absolutely, the book?s comprehensive approach and practical advice make it a valuable resource for self-taught artists and anyone looking to deepen their understanding of art practice.

Related keywords: art education, creative skills, art techniques, visual literacy, artistic practice, art history, studio methods, design principles, contemporary art, art theory

LIVING AND NONLIVING THINGS PASSAGE SECOND GRADE

living and nonliving things passage second grade

Understanding the differences between living and nonliving things is an important part of a second-grade science curriculum. This knowledge helps young students develop their observation skills, expand their vocabulary, and foster a sense of curiosity about the world around them. A well-structured passage on living and nonliving things can serve as an engaging educational resource, helping children recognize and categorize the objects they see every day.

In this article, we will explore the characteristics that define living and nonliving things, provide examples of each, and suggest activities to reinforce learning. Whether you're a teacher preparing a lesson plan or a parent helping your child with homework, this comprehensive guide aims to make the topic clear and accessible for second graders.

What Are Living Things?

Living things, also known as organisms, are beings that grow, reproduce, respond to their environment, and have cells that make up their bodies. They are alive, meaning they have life processes that sustain their existence. Understanding what makes something living is key to distinguishing between living and nonliving things.

Characteristics of Living Things

Living things share several defining features:

- **Growth:** Living things grow larger over time. For example, a seedling grows into a big tree.
- **Reproduction:** Living organisms can produce new living things, such as a puppy having puppies or a plant producing seeds.
- **Response to Stimuli:** They can react to changes in their environment. For instance, plants bend toward sunlight, and animals move away from danger.
- **Cells:** All living things are made up of tiny building blocks called cells.
- **Need for Food:** Living things require food to get energy and stay alive.
- **Breathing:** Many living things breathe, taking in oxygen or other gases.

Examples of Living Things

Here are some common examples of living things that second graders might observe:

- Animals: dogs, cats, birds, fish, insects
- Plants: trees, flowers, grass, bushes
- Humans: boys, girls, adults
- Microorganisms: bacteria, fungi (though microscopic, they are living)

What Are Nonliving Things?

Nonliving things are objects that do not grow, reproduce, or respond to their environment in the ways living things do. They do not have cells or life processes. These objects can sometimes resemble living things but lack the essential characteristics of life.

Characteristics of Nonliving Things

Nonliving things:

- Do not grow or change on their own
- Never reproduce or create new objects
- Do not respond to stimuli in a way that indicates life
- Are not made up of cells
- Do not need food or water to survive

Examples of Nonliving Things

Common nonliving objects include:

- Rocks and stones
- Plastic toys and utensils
- Clothing and shoes
- Books and furniture
- Sunlight and air (non-solid nonliving things)

How to Tell the Difference Between Living and Nonliving Things

Helping second graders distinguish between living and nonliving things involves observation and understanding their characteristics. Here are some simple ways to identify each:

Steps for Identification

- Look for movement or growth: Is the object growing or moving on its own?
- Check if it needs food or water: Does the object require nutrients or hydration?
- Observe response to environment: Does it react when touched or exposed to light?
- Consider if it can reproduce: Can it make more of itself?

Using these questions, children can practice sorting objects into living and nonliving categories.

Activities to Reinforce Learning

Engaging activities can make the concept of living and nonliving things more memorable and fun for second graders.

1. Nature Walks

Take children on a walk in the school yard, park, or garden. Encourage them to observe and note what they see.

- Ask them to identify at least three living things (e.g., a bird, a flower, an ant).
- Identify nonliving things (e.g., a rock, a bench, a piece of paper).
- Discuss how they know which are living and which are nonliving.

2. Sorting Game

Provide pictures or objects representing various items.

- Have children sort them into two groups: living and nonliving.
- Ask them to explain their choices based on the characteristics discussed.
- This activity helps reinforce understanding through hands-on experience.

3. Drawing and Labeling

Ask children to draw a scene from nature, including both living and nonliving things.

- Label each item as living or nonliving.
- Describe why they categorized each object that way.

4. Classify and Compare

Create a chart with two columns: Living Things and Nonliving Things.

- Fill the chart with examples provided by the children.
- Discuss the differences in characteristics.

Key Vocabulary for Second Grade

Introducing and reinforcing key vocabulary helps students articulate their understanding:

- **Living:** Alive, grows, reproduces, responds
- **Nonliving:** Not alive, does not grow or respond
- **Cell:** The tiny building block of living things
- **Reproduce:** Make more of the same kind
- **Stimulus:** Something in the environment that causes a response

Summary

Understanding the difference between living and nonliving things is fundamental for second graders. Living things have life processes such as growth, reproduction, and response to stimuli, while nonliving things do not. By observing their surroundings, engaging in sorting activities, and discussing examples, children can develop a clear understanding of these concepts.

Encouraging curiosity and exploration through outdoor activities and hands-on experiments makes learning about living and nonliving things both fun and educational. As students become more familiar with the characteristics that define each, they build a strong foundation for future science studies and a greater appreciation for the natural world around them.

Whether at home or in the classroom, this knowledge helps children develop critical thinking skills and a scientific mindset that will serve them well as they continue to explore and learn about the world.

Living and Nonliving Things Passage Second Grade: An In-Depth Review

Understanding the concepts of living and nonliving things is a fundamental part of early science education, especially for second graders. Introducing young students to these ideas through passages and passages-based activities helps build a strong foundation for future scientific learning. In this article, we will explore the importance of these passages, their structure, benefits, challenges, and tips for making the learning process engaging and effective.

The Importance of Living and Nonliving Things Passages in Second Grade

Teaching second graders about living and nonliving things is a critical step in fostering their curiosity about the natural world. Passages designed for this age group serve as an accessible entry point into scientific classification and observation skills.

Why are these passages important?

- Early Scientific Literacy: They help students recognize and differentiate between living and nonliving things.
- Vocabulary Development: Introduce age-appropriate scientific terminology.
- Observation Skills: Encourage students to observe characteristics and features of various objects.
- Critical Thinking: Promote reasoning about what makes an organism alive or not.
- Preparation for Future Topics: Lay the groundwork for more complex science concepts like ecosystems, habitats, and life cycles.

Features of Effective Passages

- Age-appropriate language
- Clear definitions
- Engaging illustrations
- Interactive questions
- Real-life examples

Structure of a Typical Living and Nonliving Things Passage

Most passages aimed at second graders follow a simple, student-friendly structure designed to facilitate comprehension and retention.

Introduction

- Briefly introduces the topic, such as ?What are living and nonliving things??
- Uses relatable examples, e.g., animals, trees, toys, rocks.

Key Characteristics

- Describes features that distinguish living things (growth, movement, reproduction, need for air and water).
- Describes features of nonliving things (no growth, no movement without external cause, no reproduction).

Examples and Comparisons

- Provides examples of living things like cats, plants, insects.
- Provides examples of nonliving things like chairs, water, rocks.
- Uses side-by-side comparisons to highlight differences.

Interactive Activities or Questions

- Includes questions like ?Is a car living or nonliving?? or ?What do plants need to grow??
- Promotes active engagement and critical thinking.

Summary and Conclusion

- Reiterates main points.
- Reinforces distinctions through simple summaries.

Pros of Using Living and Nonliving Things Passages in Second Grade

Utilizing well-designed passages offers numerous benefits for young learners.

Features and Benefits

- Enhances Reading Skills: Integrates science content with literacy development.
- Visual Learning: Illustrations and photographs help visual learners understand concepts.
- Builds Scientific Vocabulary: Introduces words like ?alive,? ?growth,? ?reproduce,? ?nonliving.?
- Encourages Observation: Prompts students to observe their environment actively.
- Fosters Curiosity: Engages students? natural interest in the world around them.
- Supports Differentiated Learning: Can be adapted for varied reading levels.

Pros Summary

- Combines literacy and science education effectively.
- Encourages hands-on and visual learning.
- Easy to incorporate into daily lesson plans.
- Suitable for diverse classroom settings.

Challenges and Cons of Living and Nonliving Things Passages

Despite their many advantages, there are some challenges associated with using these passages in second-grade classrooms.

Potential Drawbacks

- Simplification Risks: Over-simplifying concepts might lead to misconceptions.
- Limited Depth: Passages may not cover all aspects or nuances of the topic.
- Engagement Variability: Not all students may find static passages engaging.
- Dependence on Visuals: Over-reliance on pictures may hinder understanding for some learners.
- Language Barriers: English language learners may need additional support with vocabulary.

Addressing Challenges

- Use a variety of teaching methods alongside passages, such as hands-on activities.
- Incorporate videos, experiments, and outdoor observations.
- Clarify misconceptions through discussion.
- Provide vocabulary supports, like word banks or visual aids.

Effective Strategies for Teaching Living and Nonliving Things

To maximize the effectiveness of passages, educators can employ various strategies:

Interactive Reading

- Encourage students to predict, ask questions, and summarize as they read.
- Use think-pair-share activities to promote discussion.

Hands-On Activities

- Sort objects into living and nonliving groups.

- Plant seeds and observe growth over time.
- Collect natural items from outside and classify them.

Visual Aids and Models

- Use charts, diagrams, and pictures to reinforce concepts.
- Create a classroom ?nature corner? with real examples.

Discussion and Reflection

- Ask open-ended questions to stimulate thinking.
- Have students draw or write about what they learned.

Assessment and Reinforcement

- Use simple quizzes or worksheets based on passages.
- Conduct informal observations during activities.

Sample Passage for Second Grade: Living vs. Nonliving Things

Living things are things that grow, change, and reproduce. They need air, water, and food to stay alive. Animals, plants, and insects are living things. For example, a dog can grow bigger, and a sunflower can produce seeds.

Nonliving things do not grow, reproduce, or need food. They are not alive, but they can still be useful. Examples include rocks, chairs, and water. Nonliving things can change because of weather or human activity, but they do not grow or have babies.

Questions for Students:

- Is a tree a living or nonliving thing? Why?
- Name two nonliving things in the classroom.
- What do living things need to stay alive?

This simple passage introduces core ideas clearly and encourages students to think critically about their environment.

Conclusion: Making Living and Nonliving Things Passages Effective

Living and nonliving things passages are a vital tool in second-grade science education. They serve as accessible, engaging, and educational resources that help young learners grasp basic scientific concepts. When carefully designed with age-appropriate language, vivid visuals, and interactive elements, these passages can foster curiosity, improve literacy, and lay a solid foundation for future scientific exploration.

While there are some challenges?such as oversimplification and engagement issues?these can be mitigated through diverse teaching strategies, hands-on activities, and ongoing discussions. Ultimately, the goal is to cultivate a sense of wonder and understanding about the natural world, empowering students to observe, question, and appreciate the living and nonliving things around them.

By integrating well-crafted passages with active learning approaches, educators can create a dynamic and meaningful science learning experience for second graders that nurtures their natural curiosity and supports their educational growth.

QuestionAnswer What is a living thing? A living thing is something that grows, breathes, and needs food and water, like a dog or a tree. What is a nonliving thing? A nonliving thing is something that does not grow, breathe, or need food, like a rock or a chair. Can a plant be a living or nonliving thing? A plant is a living thing because it grows and needs water and sunlight. Is the sun a living or nonliving thing? The sun is a nonliving thing because it does not grow or need food. Do animals need food to live? Yes, animals are living things and need food to grow and stay healthy. Are rocks living or nonliving? Rocks are nonliving because they do not grow or breathe. What are some examples of living things? Examples of living things are cats, flowers, and fish. What are some examples of nonliving things? Examples of nonliving things are toys, water bottles, and buildings. Why do plants need sunlight? Plants need sunlight to make their food and grow. How can you tell if something is living or nonliving? You can tell if something is living if it grows, needs air or water, and can move or respond. Nonliving things do not do these things.

Related keywords: living things, nonliving things, plants, animals, rocks, humans, environment, characteristics, habitats, classification

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