**Crab**

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| <p>Crabs can be as small as a pea or as big as a dinner plate. They scuttle quickly over the seabed or scurry across the shore. When danger is near, they <vocabulary>burrow</vocabulary> into the sand or hide under a rock.</p> | Crabs can be as small as a pea or as big as a dinner plate. They scuttle quickly over the seabed or scurry across the \_\_\_\_\_\_\_\_\_\_. When danger is near, they burrow into the \_\_\_\_\_\_\_\_ or hide under a rock.  |
| <p>Crabs have strong claws for crushing food and fighting off attackers. A thick, round shell protects a crab's back like a coat of armor.</p> | Crabs have strong \_\_\_\_\_\_\_\_\_ for crushing food and fighting off attackers. A thick, round shell protects a crab’s back like a coat of armour.  |
| <p>A crab has five pairs of legs. The first pair is tipped with large claws. Crabs walk or run sideways.</p> | A crab has five pairs of \_\_\_\_\_\_\_\_\_. The first pair is tipped with large \_\_\_\_\_\_\_\_\_. Crabs walk or run sideways.  |
| <p>A crab can grow too big for its shell. When it does, the old shell cracks open. A new, larger shell grows underneath.</p> | A crab can grow too big for its \_\_\_\_\_\_\_\_\_\_. When it does, the old shell cracks open. A new, larger shell grows underneath.  |
| <p>A hermit crab has no shell of its own. It makes its home in a shell left behind by another creature!</p> | A hermit crab has no shell of its own. It makes its home in a \_\_\_\_\_\_\_\_\_\_\_\_ left behind by another creature.  |