

Food Chains and Food Webs Notes

Review

Key

4 Needs of All Living Things:

1. Food
2. Air
3. Water
4. Shelter (Habitat)

Food Chains:

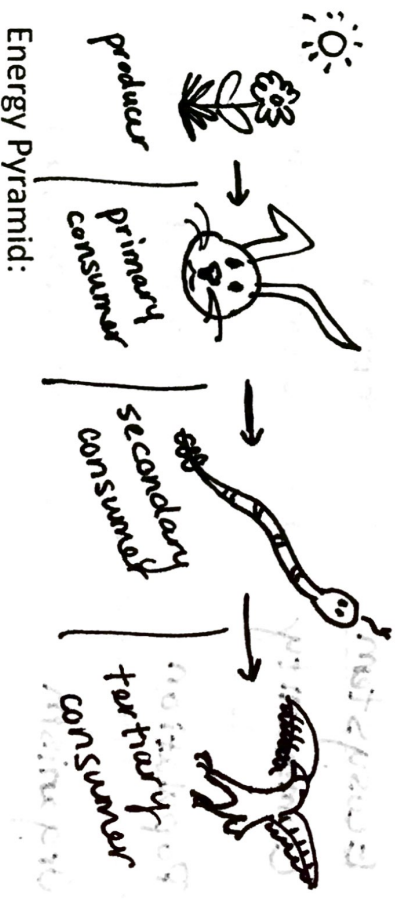
1. Everything begins with the Sun through a process called photosynthesis
2. Organisms that can make glucose during photosynthesis are called: Producers.
3. Organisms that cannot make their own energy are called: consumers. Consumers that eat producers to get energy are called first order consumers or primary consumers. These are herbivores - plant eaters.
4. A consumer that eats another consumer is called a secondary or second order consumer. These may be carnivore - eats only animals or herbivore - eats only plants or omnivore - eats both plants and animals.
5. A consumer that eats a consumer that already ate a consumer is called a third order or tertiary consumer.

6. Consumers that hunt and kill other consumers are called predators. The animals that are hunted and killed are called prey.

7. Consumers that eat other consumers that have already died are called Scavengers.

8. The transfer of energy from the sun to producer to primary consumer to secondary consumer to tertiary consumer can be shown in a Food Chain.

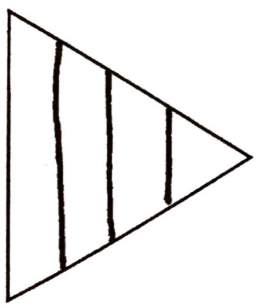
9. Draw the picture of the Food Chain:



Energy Pyramid:

10. As you move through the food chain, the amount of energy decreases between each level.

11. It takes a large number of producers to support the small number of primary consumers.



12. Food Webs: Are interconnected food chains.

They show the feeding relationships in an ecosystem.

13. Ecosystems are made up of living (biotic) and nonliving (abiotic) factors.

5 Levels of our Environment:

1. Biome - the climate and types of plants and animals that are found in similar places in the world

2. Ecosystem - within each biome

3. Community - made up of the living components of the ecosystem

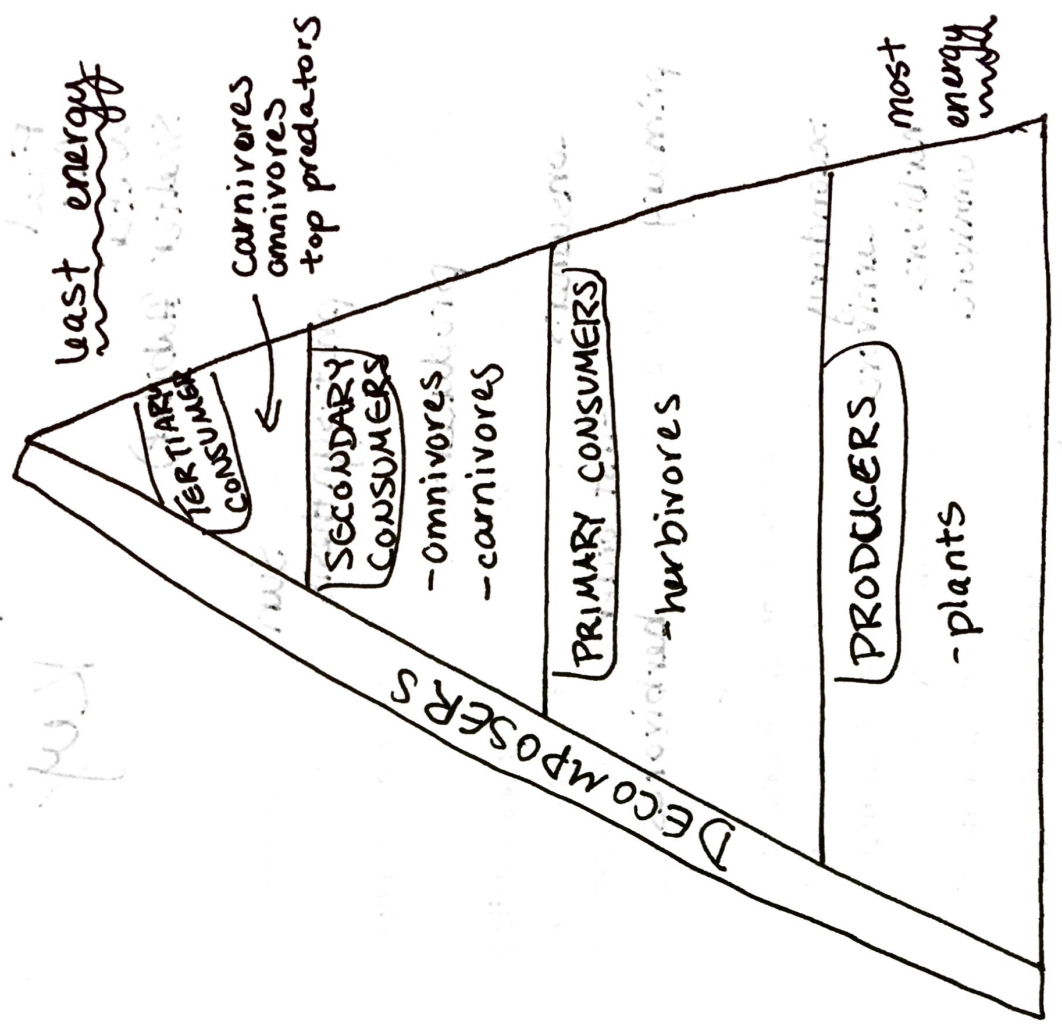
4. Population - a group of organisms of the same species that live in the same area.

5. Organism - a single individual animal, plant or other living thing.

Limiting Factors: a factor or condition that

prevents the continuing growth of a population in an ecosystem.

Draw it!
Label it!



Energy Pyramid