STUDY SHEET

Using an Identification Key

Chapter 4

Use the Key to Six Flesh-Eating Mammals to Identify the Illustrated flesh-eating animals. Write the animal's common and scientific name in the blanks under each illustration.

Key to Six Flesh-Eating Mammals

- 1a. If the animal's body is black with white stripes or spots on its back, go to # 2.
- 1b. If the animal's body is not black with stripes or spots, go to # 3.
- 2a. If a white stripe goes down center of the animal's face, back, and tall, it is a striped skunk, Mephitis mephitis.
- 2b. If the animal has a white spot on its forehead and broken stripes and spots on body, it is a spotted skunk, Spilogale putoris.
- 3a. If the animal's markings include a black mask across the eyes and cheeks and rings around the tall, it is a raccoon, *Procyon lotor*.
- 3b. If the animal's face and tall are not marked, go to # 4.
- 4a. If the animal's weight is more than 100 kilograms and its length is 2 meters or more, it is a black bear, Euarctos americanus.
- 4b. If the animal's weight is less than 25 kilograms and its length is less than 2 meters, go to # 5.
- 5a. If the animal's tall is long with a black tip, it is a long-tailed weasel, Mustela frenata.
- 5b. If the animal's tail is short and bushy, it is a badger, Taxidea taxus.

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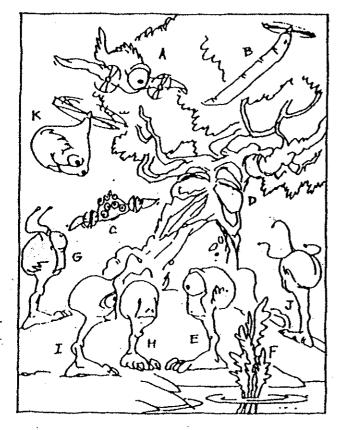
CHAPTER 4 SKILL

Objectives: To teach how to use a classification key; to teach the hierarchical structure of the classification system

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CLASS		· · · · · · · · · · · · · · · · · · ·	
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What a Strange Group!

Some very strange creatures are pictured below. Use the classification key to find each creature's scientific name. Begin with creature A. Read step I on the key. Choose the statement that best describes creature A, then go to the step this statement tells you to. Continue doing this until you get to a statement that has no "Go to." This statement has the name of the creature you are classifying. Write the creature's name in the space next to the letter A below. Repeat this procedure for all the other creatures.



Classification Key

- 1. Can move about ... Go to 2

 Can't move about ... Go to 9
- 2. Has one leg ... Go to 3
 Has one or more propellers ... Go to 6
- 3. Has one or more antennae ... Go to 4 Has no antennae ... Go to 5
- 4. Has one antenna ... Podus monoantenna Has two antennae ... Podus biantennae Has three antennae ... Podus triantennae
- 5. Has one large eye ... Podus cyclops Has no eyes ... Podus anoculus
- 6. Has wings ... Go to 7
 Has no wings ... Go to 8
- 7. Has one large eye . . . Dipteron cyclops
 Has many eyes . . . Dipteron polyoculus
- 8. Circular shape . . . Helikopteron coccus Rod shape . . . Helikopteron bacillus
- 9. Lives on land ... Sessilis terrestris Lives in water ... Sessilis aquatilis

Write the creatures' scientific names in the spaces below.

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