Biomes and Ecosystems







Biotic -

Things that are or were once alive.

Examples of biotic things ...







Food



Leather



Bones



Fur



Dead animals

Silk



Cotton



Wood



Straw

Dead plants

Abiotic -

Things that were never alive.

Examples of abiotic things







Air

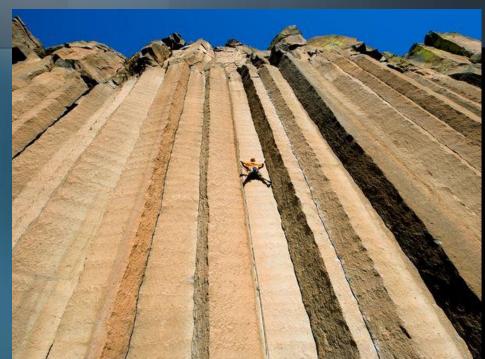






Water



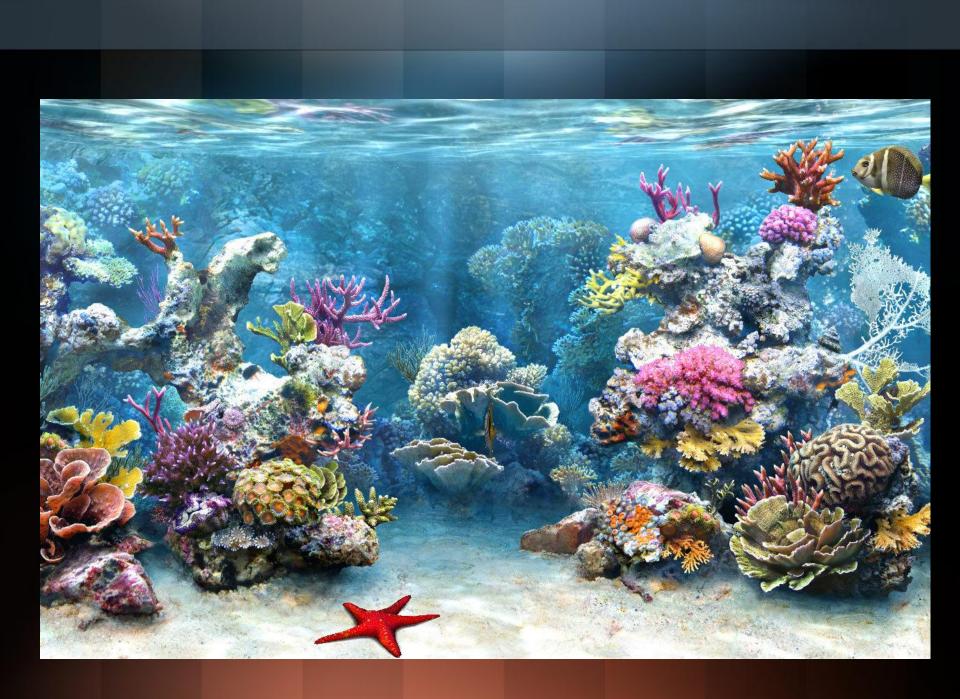


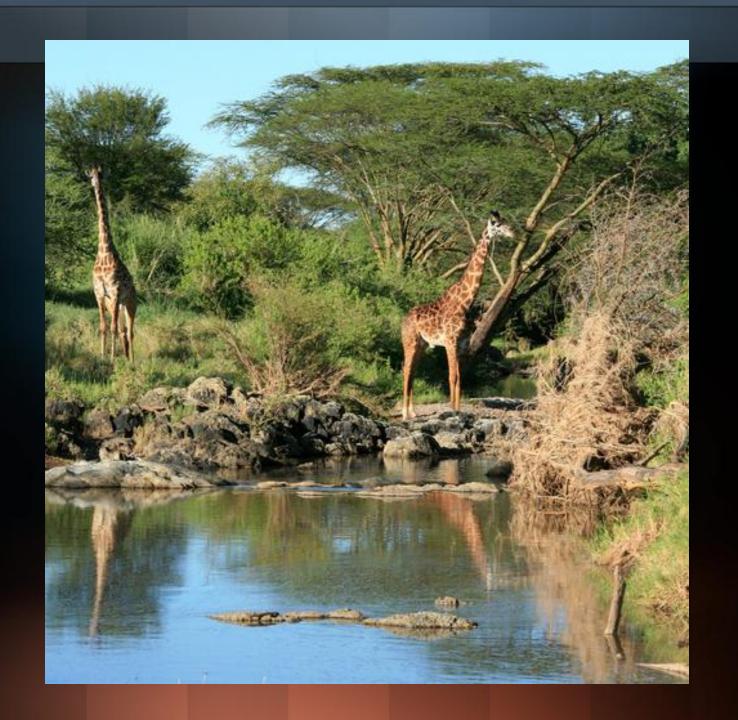


Rocks

Ecosystem -

All of the biotic and abiotic things in an area.





Biodiversity =

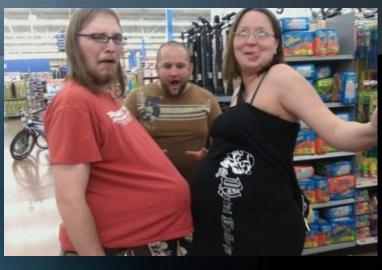
The great variety of species of living things in an area.

Rainforest biodiversity









Wal-Mart biodiversity





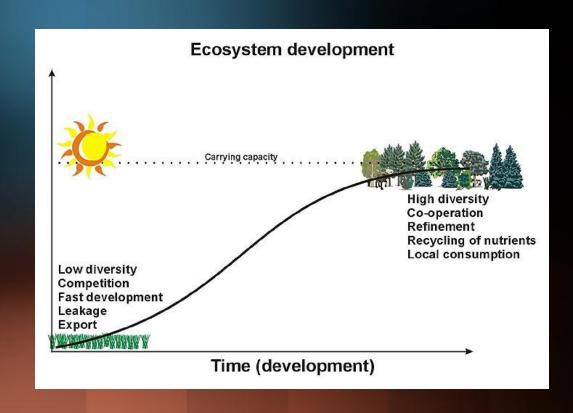


How does more biodiversity make an ecosystem stronger?

There's more types of food to eat. If one species is reduced, there are others to take its place.



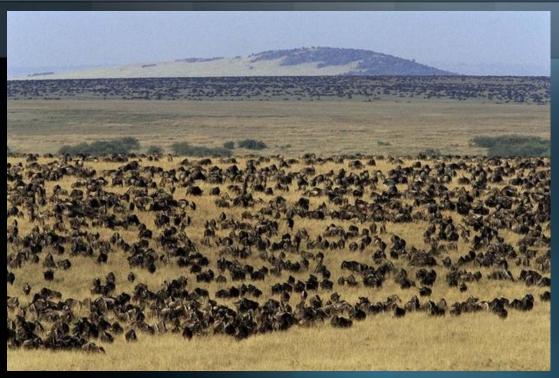
Mature ecosystems have greater biodiversity, so they are stronger!



Limiting factors -

Resources that a population needs to survive. These limit the size of the population.

Examples of some limiting factors ...









Food









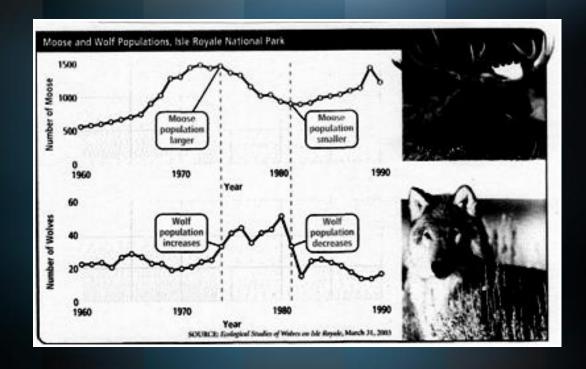
Water







Living Space

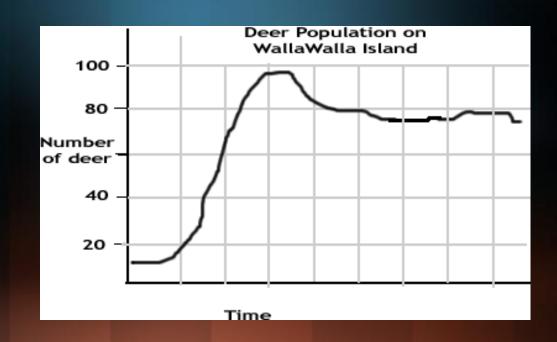


Moose are a limiting factor for wolves.

Carrying capacity -

The maximum size a population can grow due to the limiting factors in the ecosystem.

Once the carrying capacity is reached, the population levels out.



Biome -

An area with similar climate, plants and animals.

Climate -

The average weather in a particular area over a long period of time.

There are 9 major biomes

1. Tundra -



The tundra is cold and dry. It gets the least amount of sunlight of any of the biomes. Plants have shallow roots because of the permafrost.























2. Taiga -

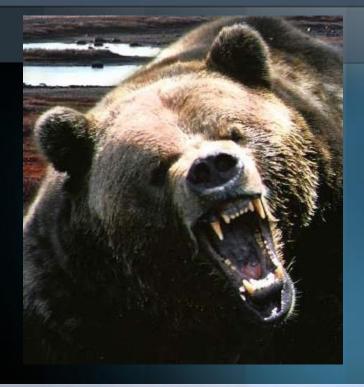


The taiga is south of the tundra. The climate is cold and dry, but not as much as the tundra. Evergreens are the only trees found here.















3. Temperate (Deciduous) Forest -

This climate is warm and wet. There are four seasons and most of the trees here are deciduous, meaning they lose their leaves.

























A skunk spraying.

4. Desert -



This is the driest of all biomes. Most deserts are hot, but not all. All deserts get cold at night because of the lack of water in the air.





















A sidewinder snake.

5. Grasslands -



The climate here tends to be fairly dry, but not as dry as the desert. Grass is the major plant in this biome.

























6. Tropical Rain Forest =



This biome gets more rain than any other biome. The temperature here rarely changes because it is usually near the equator. This biome has the greatest biodiversity.



























An anaconda attempting to swallow a bongo.

7. Marine -

This biome is water that is salty. It includes the oceans of the world.





















8. Freshwater -

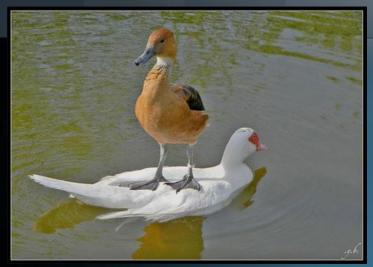
This biome is water that is not salty. This is where all land animals get their drinking water from.

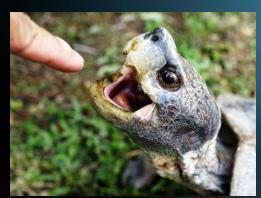




















A crocodile and a zebra.

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9. Brackish -

This is where freshwater and saltwater mixes.





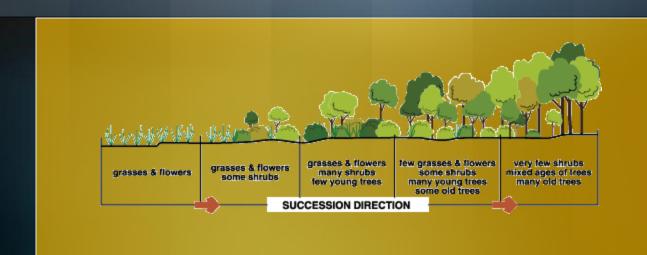






Ecological succession -

When an ecosystem undergoes predictable changes as it grows.





Primary succession When a community starts to grow in an area with no soil.

Bare Lichens Mosses Herbs, Grasses Shrubs Pines, hickories, Weeds Pioneer stages Intermediate stages Climax community

Time (hundreds of years)

Secondary succession When a community starts to grow in an area that already has soil.

