

Part A: Using A Dichotomous Key

The purpose of using the key is to name the creature shown. Stick with one character until the name is reached, then go to the next. There is only one creature per name, and no creature has two names. Write in the proper name under each creature.

A dichotomous key gives instructions in pairs of statements. With each character, start with the first pair of statements. Decide which description describes your chosen character best and follow the line to the right. There will either be a number or a name. If it is a number, go to the pair of steps with that number, for example, if the number is 3, go to steps 3a and 3b. If the line ends in a name you have identified your character, so write it down by the creature. Continue until each creature has a name.

Wacky People Key

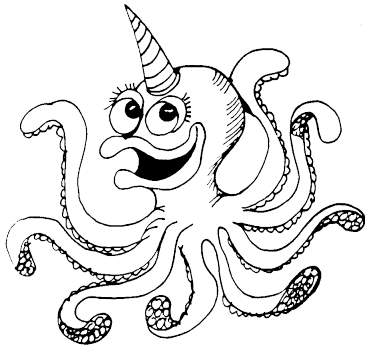
- | | |
|---|----------------------|
| 1a Two feet | 2 |
| 1b Some other number of feet | 3 |
| 2a Does not look at all human | 4 |
| 2b Looks a lot like a human | 5 |
| 3a One leg | 6 |
| 3b Three or four legs | 7 |
| 4a Fly-like | Mosk Cara |
| 4b Not fly-like | 8 |
| 5a Seems to be a girl | Rita Nita |
| 5b Not a girl | 9 |
| 6a Leg is curled , two feet | Ru-ela.Brella |
| 6b Leg is straight, one foot | Giggles |
| 7a Three legs | 10 |
| 7b Four legs | 11 |
| 8a Has webbed feet | Hex Oculate |
| 8b Clawed feet | 12 |
| 9a Curly hair, no toes | Lugio Wirum |
| 9b Wiggly looking mouth, three toes on feet | C. Nile |
| 10a Very long nose, open mouth | Elle E. Funk |
| 10b Some other appearance | 13 |
| 11a Has duck bill, two pinchers | Tri D. Duckt |
| 11b No arms or pinchers | 14 |
| 12a Has ears, tail, and beak | Grif Leon |
| 12b Four eyes on stalks | Eggur Ondy |
| 13a One eye, webbed feet | Cue Kide |
| 13b Four stalked eyes, four pinchers | Quadrumenox |
| 14a Three toed feet, nose like a flower | Tunia petalos |
| 14b Spider-like, has spots | Patterned mulywumpus |

Originally by Vivian Johnson



Part B: Making a Dichotomous Key

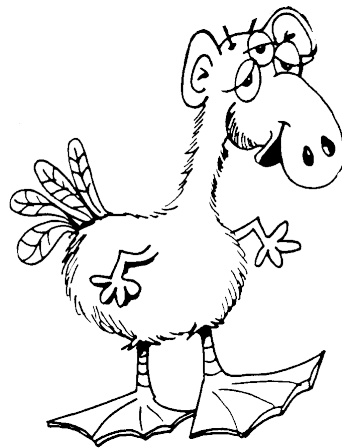
Use the diagrams on the back of the page to *construct a dichotomous key*. Use the written format.



1. _____



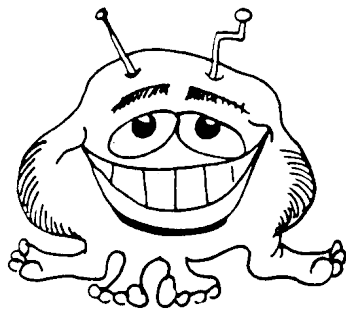
2. _____



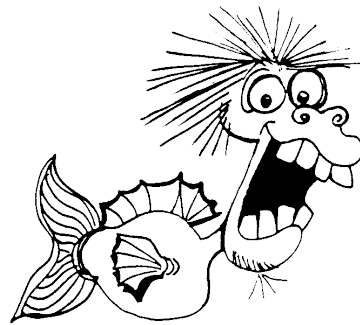
3. _____



5. _____



4. _____



7. _____



8. _____



6. _____



10. _____



9. _____

Part C: Trade!

Trade Dichotomous Keys, from Part B, with someone in class to see how accurate yours is.

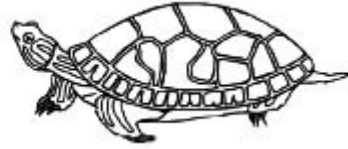
Part D:



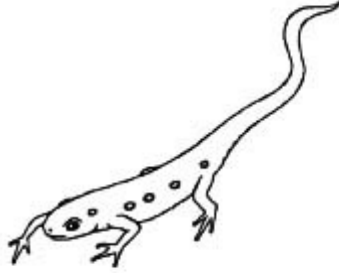
Butterfly - 1, 2



Fish - 1, 3, 4, 5, 6



Turtle - 1, 3, 4, 5, 7



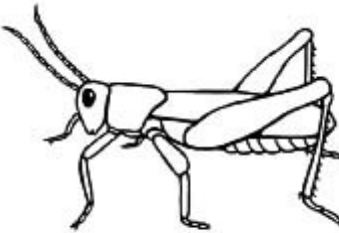
Newt - 1, 3, 4, 5, 6, 8



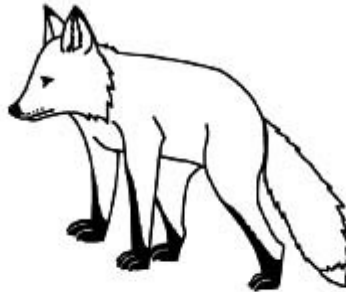
Bird - 1, 3, 4



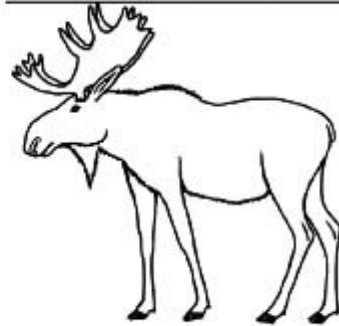
Snake - 1, 3, 4, 5, 7



Grasshopper - 1, 2



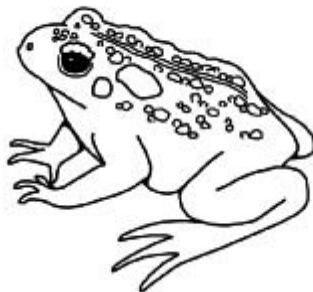
Fox - 1, 3, 9



Moose - 1, 3, 9, 10, 11



Squirrel - 1, 3, 9, 10, 11



Toad - 1, 3, 4, 5, 6, 8



Raccoon - 1, 3, 9, 10

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Create a dichotomous key for the following animals using the graphing format.