

## Animal Adaptations

<b>adaptation</b>	a trait or behavior that helps a living thing survive in its environment
<b>camouflage</b>	an adaptation by which an animal hides by blending in with its surroundings
<b>hibernate</b>	when an animal lives off its body fat and uses very little energy
<b>mimicry</b>	when one kind of living thing has similar traits to look like another
<b>migration</b>	to change locations periodically
<b>stimulus</b>	something in an environment that causes an organism to react

## Animal Relationships

<b>competition</b>	the struggle between organisms for food, water, or other needs
<b>consumer</b>	cannot make their own food - must eat other organisms
<b>decomposer</b>	break down dead organisms (worms, bacteria, fungi)
<b>energy pyramid</b>	shows how energy is used in an ecosystem (producers are always at the bottom)
<b>food chain</b>	shows how energy passes from one organism to another
<b>food web</b>	shows relationships between animals in food chains
<b>predator</b>	a carnivore that hunts for food
<b>prey</b>	a hunted organism
<b>producer</b>	organisms that make their own food (plants, algae) First source of all food chains

## Types of consumers

<b>consumer type</b>	<b>diet</b>	<b>example</b>
<b>herbivore</b>	eat only producers	rodents, rabbits, deer
<b>omnivore</b>	eat producers & consumers	raccoons, bears, people
<b>carnivore</b>	eat only consumers	eat both herbivores & omnivores