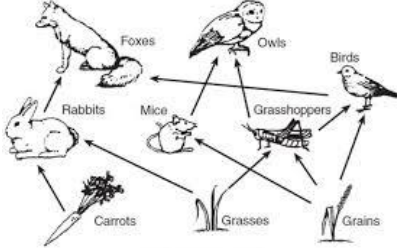








Capture the Wheel- Life Science
Game Board



1 A physical property that an organism gets from their parent	2 Shows the flow of energy in an ecosystem
3 How an organism's body is made	4 A behavior that an organism acquires from their environment
5 Can help us learn about past organisms	6 Make up an environment
7 Can help us learn about past environments	8 Organisms require these to live and survive in an ecosystem
9 A duck's beak is wide and large so that it can grab fish	10 Having brown hair
11 All energy comes from the Sun	12 Having blue eyes

<p>13</p> <p>A giraffe's long neck allows it to reach food high in trees</p>	<p>14</p> <p>Water, Rocks, Soil, Sunlight</p>
<p>15</p> <p>Takes millions of years to form</p>	<p>16</p> 
<p>17</p> <p>Long legs made for jumping</p> 	<p>18</p> <p>Plants, Animals, Rocks, Soil and Sunlight</p>
<p>19</p> 	<p>20</p> <p>Bear offspring have similar claws to parents</p> 
<p>21</p> <p>All of the ducks had webbed feet</p> 	<p>22</p> <p>Producers, Consumers and Decomposers</p>
<p>23</p> <p>Using a fork and knife</p>	<p>24</p> <p>An ecosystem is composed of _____ and _____ interacting</p>

<p>25</p> <p>We know that there used to be a shallow river in Texas that no longer exist</p>	<p>26</p> <p>Arrows show the movement or transfer of energy</p>
<p>27</p> <p>A dog doing a trick</p>	<p>28</p> <p>Living organisms rely on _____ things to survive</p>
<p>29</p> <p>Overpopulation lead to the destruction of other organisms' populations</p>	<p>30</p> <p>Skin color</p>
<p>31</p> <p>Began with organism dying long ago</p>	<p>32</p> <p>Once the organism dies it was covered by sediments</p>
<p>33</p> <p>The webbed feet allow for easier movement in water</p> 	<p>34</p> <p>Speaking English</p>
<p>35</p> <p>A cheetah has four long legs and a slender body built for speed</p>	<p>36</p> <p>Carnivores a a special kind of consumer that gets its energy from eating other organisms</p>

<p>37</p> <p>Height</p>	<p>38</p> 
<p>39</p> <p>Throwing a football</p>	<p>40</p> <p>Humans have hands that are made to grab things and use them</p>
<p>41</p> <p>A Lion hunting</p>	<p>42</p> <p>Producers are plants that convert the Sun's energy into a usable form</p>
<p>43</p> <p>An Antelope has huge horns for protection against predators</p> 	<p>44</p> <p>Herbivore are a special kind of consumer that gets its energy from eating producers</p>
<p>45</p> <p>Texting on a phone</p>	<p>46</p> <p>The dead remains of a once living organism that are preserved in rock</p>
<p>47</p> <p>Food Webs are composed of many _____ organisms but they do not always have _____ things</p>	<p>48</p> <p>No one in my family is over six feet tall</p>

Capture the Wheel

Answer Key

1	Inherited Trait	25	Fossils
2	Food Web	26	Food Web
3	Structure and Function	27	Learned Behavior
4	Learned Behavior	28	Living and Nonliving
5	Fossils	29	Food Web
6	Living and Nonliving	30	Inherited Trait
7	Fossils	31	Fossils
8	Living and Nonliving	32	Fossils
9	Structure and Function	33	Structure and Function
10	Inherited Trait	34	Learned Behavior
11	Food Web	35	Structure and Function
12	Inherited Trait	36	Food Web
13	Structure and Function	37	Inherited Trait
14	Living and Nonliving	38	Fossils
15	Fossils	39	Learned Behavior
16	Food Web	40	Structure and Function
17	Structure and Function	41	Learned Behavior
18	Living and Nonliving	42	Fossils
19	Learned Behavior	43	Structure and Function
20	Inherited Trait	44	Food Web
21	Inherited Trait	45	Learned Behavior
22	Food Web	46	Fossils
23	Learned Behavior	47	Living and Nonliving
24	Living and Nonliving	48	Inherited Trait