

Find the SYMBIOSIS section of your notes.

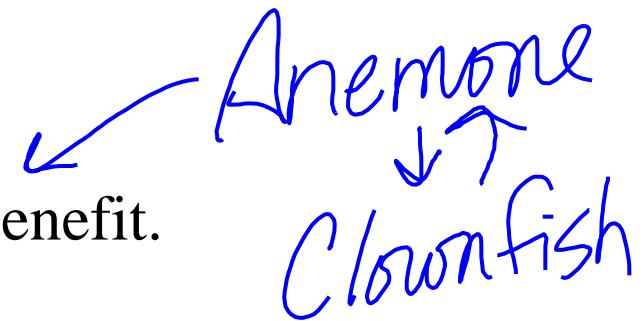
8. **SYMBIOSIS** is any relationship in which two species live closely together and at least one of the species benefits.

9. Identify each symbiotic relationship.



MUTUALISM

- Both species benefit.



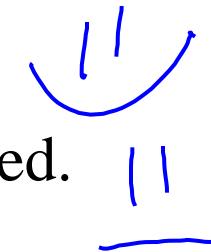
PARASITISM

- One species benefits and the other is harmed.



COMMENSALISM

- One species benefits and the other is not helped nor harmed.



What notes
did you add
from the
video?

Find the SYMBIOSIS chart in your notes.

Good Buddies

Use the class notes to help you fill in the boxes with pairs of organisms that match each type of symbiosis.

You must list the names for BOTH organisms and use faces to indicate how it is affected.

☺ = Benefited

⊸ = Not Affected

☹ = Harmed

Commensalism	Mutualism	Parasitism
Barnacle ☺ Whale ☹	Oxpecker ☺ Rhinoceros ☺	Mistletoe ☺ Spruce ☹
Stork ☹ ☺ Bees ☹ ☺	Remora ☺ Shark ☺	Flea ☺ Mouse ☹
Hermit crabs ☺ Snails ☹	Yucca flower ☺ Yucca moth ☺	Cuckoo ☺ Warbler ☹
Cowbirds ☺ Bison ☹	Honey guide birds ☺ Badgers ☺	Heartworms ☺ Dog ☹
Sparrow ☺ Osprey ☹	Wrasse fish ☺ Black sea bass ☺	Wasp ☺ Caterpillar ☹
Orchids ☺ Bromeliad ☹	Ostriches ☺ Gazelles ☺	Tick ☺ Deer ☹

Bacteria & Humans →

Good Buddies Card Game Rules

1 – The dealer passes out 5 cards to each player. NOTE: Players must keep at least 5 cards in their hands at one time.

2 – The person to the dealer’s left starts the game by asking another ONE player for a specific card - one that would be a good buddy to a card in his hand. For example, to match the card with the remora you would need to find a shark. Players must give the card if they have it!

NOTE: If you get a card you asked for, you get one more chance/turn (but only one – you cannot keep asking.) If not, you will need to draw a card.

3 – If a person does not make a match, he must draw one card from the pile and his turn is over. If he does make a match, he needs to draw cards to get back up to at least 5.

4 – If the person makes a match, he must say the type of SYMBIOSIS that exists between the two organisms before laying down the set of cards and his turn is over. If he cannot give the correct answer, he must hold on to the set and try again on his next turn.

5 – Play continues until no one can play. The person with the most correct matches laid down is the winner!