

BANK 4 — PRE-MAP FINAL (50)

1 Population size

Definition: Total number of individuals in a population.

Example: 500 deer in a forest.

 *Number above animals.*

Cue: How many.

2 Population density

Definition: Number of individuals per unit area.

Example: 20 deer per square mile.

 *Animals packed in a box.*

Cue: How crowded.

3 Population distribution

Definition: Spatial arrangement of individuals.

Example: Clumped, uniform, or random patterns.

 *Dots spaced differently.*

Cue: Pattern in space.

4 Clumped distribution

Definition: Individuals grouped together.

Example: Fish schooling.

 *Clusters of dots.*

Cue: Groups.

5 Uniform distribution

Definition: Evenly spaced individuals.

Example: Nesting birds with territories.

 *Even dots.*

Cue: Even spacing.

6 Random distribution

Definition: Individuals spaced unpredictably.

Example: Plants spread by wind.

 *Scattered dots.*

Cue: No pattern.

7 Population growth

Definition: Change in population size over time.

Example: More births than deaths.

 *Arrow going up.*

Cue: Size change.

8 Exponential growth

Definition: Rapid population increase with unlimited resources.

Example: Bacteria multiplying.

 *J-shaped curve.*

Cue: Fast increase.

9 Logistic growth

Definition: Growth that slows near carrying capacity.

Example: Population leveling off.

 *S-shaped curve.*

Cue: Levels off.

10 Birth rate

Definition: Number of births in a population.

Example: New offspring born per year.

 Baby animal icon.

Cue: Births.

1 1 Death rate

Definition: Number of deaths in a population.

Example: Individuals dying per year.

 Cross symbol.

Cue: Deaths.

1 2 Immigration

Definition: Movement of individuals into a population.

Example: Animals entering new habitat.

 Arrow pointing in.

Cue: Coming in.

1 3 Emigration

Definition: Movement of individuals out of a population.

Example: Animals leaving habitat.

 Arrow pointing out.

Cue: Leaving.

1 4 Limiting factors

Definition: Factors that restrict population growth.

Example: Food shortage.

 Stop sign.

Cue: Limits growth.

1 5 Density-dependent factors

Definition: Factors that increase with population density.

Example: Disease spreading faster in crowded populations.

 *Crowded animals + illness.*

Cue: More crowded = stronger effect.

1 6 Density-independent factors

Definition: Factors affecting populations regardless of density.

Example: Hurricanes or droughts.

 *Storm icon.*

Cue: Affects all.

1 7 Carrying capacity

Definition: Maximum population an environment can support.

Example: Habitat can only feed 300 deer.

 *Limit line.*

Cue: Max support.

1 8 Population regulation

Definition: Processes controlling population size.

Example: Predation and food availability.

 *Balance scale.*

Cue: Control size.

1 9 Age structure

Definition: Distribution of individuals among age classes.

Example: More young than old.

 *Age pyramid.*

Cue: Age makeup.

2 0 Sex ratio

Definition: Proportion of males to females.

Example: 1:1 male to female ratio.

 *Male-female symbols.*

Cue: Male vs female.

2 1 Survivorship

Definition: Probability of individuals surviving to certain ages.

Example: Survival curves.

 *Curve lines.*

Cue: Survival chance.

2 2 Life history

Definition: Pattern of growth, reproduction, and survival.

Example: Fast-reproducing species.

 *Timeline of life stages.*

Cue: Life strategy.

2 3 r-selected species

Definition: Species producing many offspring with little care.

Example: Insects.

 *Many small offspring.*

Cue: Quantity over care.

2 4 K-selected species

Definition: Species producing few offspring with high care.

Example: Elephants.

 *Few large offspring.*

Cue: Quality over quantity.

2 5 Recruitment

Definition: Addition of new individuals to a population.

Example: Young reaching breeding age.

 *New animals joining group.*

Cue: New additions.

2 6 Mortality

Definition: Rate of death in a population.

Example: Annual death rate.

 *Falling line.*

Cue: Death rate.

2 7 Population viability

Definition: Likelihood a population will persist.

Example: Long-term survival probability.

 *Population with shield.*

Cue: Will it survive?

2 8 Minimum viable population

Definition: Smallest population size needed for survival.

Example: Threshold below which extinction risk rises.

 *Danger line.*

Cue: Minimum size.

2 9 Metapopulation

Definition: Group of connected populations.

Example: Populations linked by dispersal.

 *Connected patches.*

Cue: Populations linked.

3 0 Source population

Definition: Population producing excess individuals.

Example: Habitat with high reproduction.

 *Arrows going out.*

Cue: Sends individuals.

3 1 Sink population

Definition: Population relying on immigration.

Example: Poor habitat area.

 *Arrows coming in.*

Cue: Needs immigrants.

3 2 Dispersal

Definition: Movement of individuals from birthplace.

Example: Young animals leaving natal area.

 *Animal moving away.*

Cue: Spread out.

3 3 Home range

Definition: Area regularly used by an animal.

Example: Deer roaming area.

 *Outlined territory.*

Cue: Regular area.

3 4 Territory

Definition: Area defended against others.

Example: Bird nesting territory.

 *Boundary lines.*

Cue: Defended area.

3 5 Habitat suitability

Definition: Ability of habitat to support species.

Example: High food and shelter availability.

 *Habitat score meter.*

Cue: How good habitat is.

3 6 Habitat quality

Definition: Degree to which habitat meets species needs.

Example: Healthy forest vs degraded forest.

 *Good vs bad habitat.*

Cue: Habitat condition.

3 7 Resource availability

Definition: Amount of usable resources present.

Example: Food and water supply.

 *Food icons.*

Cue: Resources present.

3 8 Competition

Definition: Struggle for limited resources.

Example: Two species competing for food.

 *Animals fighting.*

Cue: Same resource.

3 9 Intraspecific competition

Definition: Competition within the same species.

Example: Deer competing with deer.

 *Same species conflict.*

Cue: Same species.

4 0 Interspecific competition

Definition: Competition between different species.

Example: Deer and cattle competing.

 *Different species conflict.*

Cue: Different species.

4 1 Predation

Definition: One organism kills and eats another.

Example: Wolf hunting deer.

 *Predator chasing prey.*

Cue: Eat or be eaten.

4 2 Predator-prey dynamics

Definition: Population interactions between predators and prey.

Example: Wolf and deer cycles.

 *Up-down lines.*

Cue: Linked populations.

4 3 Parasitism

Definition: One organism benefits while harming host.

Example: Tick on deer.

 *Parasite attached.*

Cue: One benefits.

4 4 Mutualism

Definition: Interaction benefiting both species.

Example: Bees pollinating flowers.

 *Two species smiling.*

Cue: Both benefit.

4 5 Commensalism

Definition: One species benefits, other unaffected.

Example: Birds nesting in trees.

 *One benefits, one neutral.*

Cue: One wins.

4 6 Population monitoring

Definition: Tracking population size and trends.

Example: Annual wildlife surveys.

 *Clipboard + animals.*

Cue: Track numbers.

4 7 Census

Definition: Complete count of individuals.

Example: Counting all animals in area.

 *Counting marks.*

Cue: Total count.

4 8 Sampling

Definition: Estimating population using a subset.

Example: Survey plots.

 *Small area highlighted.*

Cue: Estimate.

4 9 Population modeling

Definition: Using math to predict population changes.

Example: Computer simulations.

 *Graph on screen.*

Cue: Predict future.

5 0 Population management

Definition: Actions taken to regulate population size.

Example: Harvest regulations.

 *Hands adjusting balance.*

Cue: Control numbers.