


## BANK 4 — PRE-MAP FINAL (50)

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### 1 Population size

**Definition:** Total number of individuals in a population.

**Example:** 500 deer in a forest.

 *Number above animals.*

**Cue:** How many.

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### 2 Population density

**Definition:** Number of individuals per unit area.

**Example:** 20 deer per square mile.

 *Animals packed in a box.*

**Cue:** How crowded.

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### 3 Population distribution

**Definition:** Spatial arrangement of individuals.

**Example:** Clumped, uniform, or random patterns.

 *Dots spaced differently.*

**Cue:** Pattern in space.

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### 4 Clumped distribution

**Definition:** Individuals grouped together.

**Example:** Fish schooling.

 *Clusters of dots.*

**Cue:** Groups.

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## 5 Uniform distribution

**Definition:** Evenly spaced individuals.

**Example:** Nesting birds with territories.

 *Even dots.*

**Cue:** Even spacing.

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## 6 Random distribution

**Definition:** Individuals spaced unpredictably.

**Example:** Plants spread by wind.

 *Scattered dots.*

**Cue:** No pattern.

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## 7 Population growth

**Definition:** Change in population size over time.

**Example:** More births than deaths.

 *Arrow going up.*

**Cue:** Size change.

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## 8 Exponential growth

**Definition:** Rapid population increase with unlimited resources.

**Example:** Bacteria multiplying.

 *J-shaped curve.*

**Cue:** Fast increase.

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## 9 Logistic growth

**Definition:** Growth that slows near carrying capacity.

**Example:** Population leveling off.

 *S-shaped curve.*


**Cue:** Levels off.

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## **10 Birth rate**

**Definition:** Number of births in a population.

**Example:** New offspring born per year.

 *Baby animal icon.*


**Cue:** Births.

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## **1 1 Death rate**

**Definition:** Number of deaths in a population.

**Example:** Individuals dying per year.

 *Cross symbol.*

**Cue:** Deaths.

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## **1 2 Immigration**

**Definition:** Movement of individuals into a population.

**Example:** Animals entering new habitat.

 *Arrow pointing in.*


**Cue:** Coming in.

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## **1 3 Emigration**

**Definition:** Movement of individuals out of a population.

**Example:** Animals leaving habitat.

 *Arrow pointing out.*

**Cue:** Leaving.

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## **1 4 Limiting factors**

**Definition:** Factors that restrict population growth.

**Example:** Food shortage.

 *Stop sign.*

**Cue:** Limits growth.

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## **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.

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## **1 6 Density-independent factors**

**Definition:** Factors affecting populations regardless of density.

**Example:** Hurricanes or droughts.

 *Storm icon.*

**Cue:** Affects all.

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## **1 7 Carrying capacity**

**Definition:** Maximum population an environment can support.

**Example:** Habitat can only feed 300 deer.

 *Limit line.*

**Cue:** Max support.

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## **1 8 Population regulation**

**Definition:** Processes controlling population size.

**Example:** Predation and food availability.

 *Balance scale.*


**Cue:** Control size.

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## **1 9 Age structure**

**Definition:** Distribution of individuals among age classes.

**Example:** More young than old.

 *Age pyramid.*


**Cue:** Age makeup.

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## 2 0 Sex ratio

**Definition:** Proportion of males to females.

**Example:** 1:1 male to female ratio.

 *Male–female symbols.*

**Cue:** Male vs female.

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## 2 1 Survivorship

**Definition:** Probability of individuals surviving to certain ages.

**Example:** Survival curves.

 *Curve lines.*


**Cue:** Survival chance.

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## 2 2 Life history

**Definition:** Pattern of growth, reproduction, and survival.

**Example:** Fast-reproducing species.

 *Timeline of life stages.*

**Cue:** Life strategy.

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## 2 3 r-selected species

**Definition:** Species producing many offspring with little care.

**Example:** Insects.

 *Many small offspring.*

**Cue:** Quantity over care.

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## 2 4 K-selected species

**Definition:** Species producing few offspring with high care.

**Example:** Elephants.

 *Few large offspring.*


**Cue:** Quality over quantity.

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## 2 5 Recruitment

**Definition:** Addition of new individuals to a population.

**Example:** Young reaching breeding age.

 *New animals joining group.*

**Cue:** New additions.

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## 2 6 Mortality

**Definition:** Rate of death in a population.

**Example:** Annual death rate.

 *Falling line.*


**Cue:** Death rate.

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## 2 7 Population viability

**Definition:** Likelihood a population will persist.

**Example:** Long-term survival probability.

 *Population with shield.*

**Cue:** Will it survive?

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## 2 8 Minimum viable population

**Definition:** Smallest population size needed for survival.

**Example:** Threshold below which extinction risk rises.

 *Danger line.*

**Cue:** Minimum size.

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## 2 9 Metapopulation

**Definition:** Group of connected populations.

**Example:** Populations linked by dispersal.

 *Connected patches.*

**Cue:** Populations linked.

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### **3 0 Source population**

**Definition:** Population producing excess individuals.

**Example:** Habitat with high reproduction.

 *Arrows going out.*

**Cue:** Sends individuals.

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### **3 1 Sink population**

**Definition:** Population relying on immigration.

**Example:** Poor habitat area.

 *Arrows coming in.*


**Cue:** Needs immigrants.

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### **3 2 Dispersal**

**Definition:** Movement of individuals from birthplace.

**Example:** Young animals leaving natal area.

 *Animal moving away.*


**Cue:** Spread out.

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### **3 3 Home range**

**Definition:** Area regularly used by an animal.

**Example:** Deer roaming area.

 *Outlined territory.*

**Cue:** Regular area.

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### **3 4 Territory**

**Definition:** Area defended against others.

**Example:** Bird nesting territory.

 *Boundary lines.*


**Cue:** Defended area.

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### **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.

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### **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.

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### **3 7 Resource availability**

**Definition:** Amount of usable resources present.

**Example:** Food and water supply.

 *Food icons.*


**Cue:** Resources present.

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### **3 8 Competition**

**Definition:** Struggle for limited resources.

**Example:** Two species competing for food.

 *Animals fighting.*

**Cue:** Same resource.

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### **3 9 Intraspecific competition**

**Definition:** Competition within the same species.

**Example:** Deer competing with deer.

 *Same species conflict.*

**Cue:** Same species.

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## 0 Interspecific competition

**Definition:** Competition between different species.

**Example:** Deer and cattle competing.

 *Different species conflict.*


**Cue:** Different species.

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## 1 Predation

**Definition:** One organism kills and eats another.

**Example:** Wolf hunting deer.

 *Predator chasing prey.*

**Cue:** Eat or be eaten.

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## 2 Predator-prey dynamics

**Definition:** Population interactions between predators and prey.

**Example:** Wolf and deer cycles.

 *Up-down lines.*


**Cue:** Linked populations.

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## 3 Parasitism

**Definition:** One organism benefits while harming host.

**Example:** Tick on deer.

 *Parasite attached.*


**Cue:** One benefits.

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## Mutualism

**Definition:** Interaction benefiting both species.

**Example:** Bees pollinating flowers.

 *Two species smiling.*

**Cue:** Both benefit.

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## Commensalism

**Definition:** One species benefits, other unaffected.

**Example:** Birds nesting in trees.

 *One benefits, one neutral.*

**Cue:** One wins.

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## Population monitoring

**Definition:** Tracking population size and trends.

**Example:** Annual wildlife surveys.

 *Clipboard + animals.*

**Cue:** Track numbers.

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## Census

**Definition:** Complete count of individuals.

**Example:** Counting all animals in area.

 *Counting marks.*

**Cue:** Total count.

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## Sampling

**Definition:** Estimating population using a subset.

**Example:** Survey plots.

 *Small area highlighted.*


**Cue:** Estimate.

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## Population modeling

**Definition:** Using math to predict population changes.

**Example:** Computer simulations.

 *Graph on screen.*


**Cue:** Predict future.

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## **5 0** Population management

**Definition:** Actions taken to regulate population size.

**Example:** Harvest regulations.

 *Hands adjusting balance.*

**Cue:** Control numbers.