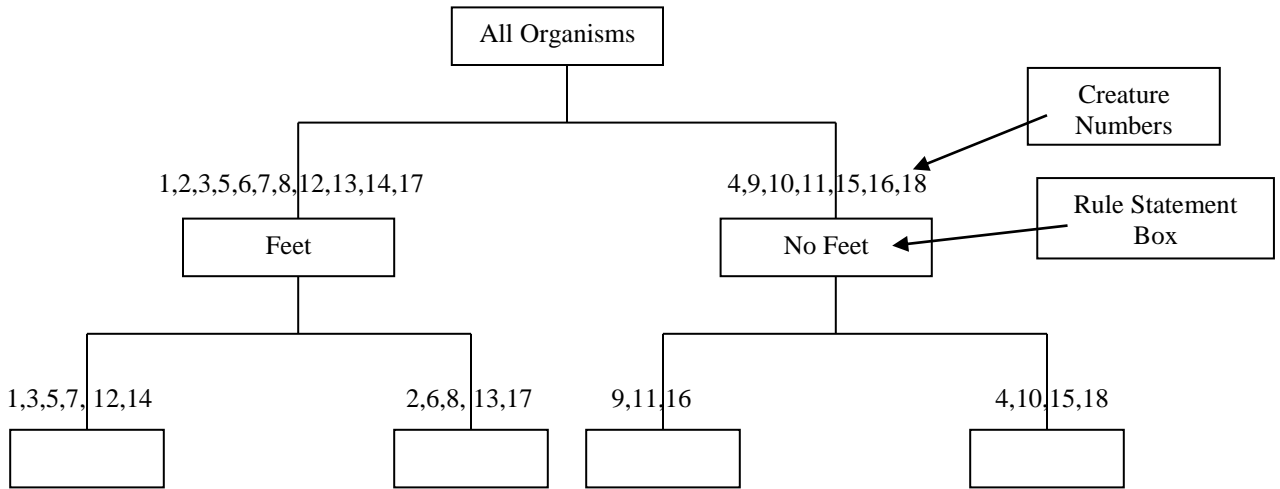


Creating Your Own Classification System and Dichotomous Key

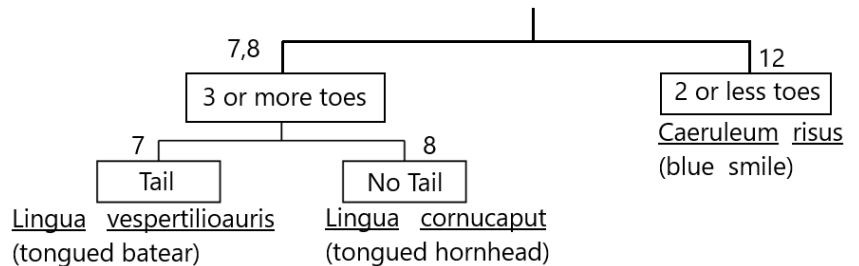
Step 1 Construct a dichotomous key flow chart

1. Classify all creatures into **two** main groups based on one differentiating physical characteristic.
2. Avoid the use of relative terms such as long or short, or big or small. Your rules must be specific and clear.
3. Begin constructing a flow chart with rule statement boxes as seen in example below.
4. Continue breaking down groups until every creature alone.



Step 2 Name the creatures

- Give each creature a scientific name following the rules for **BINOMIAL NOMENCLATURE** (found in your notes). All names **MUST** be Latinized (google English to Latin translator). The English meanings of the names **MUST** be in brackets below the scientific name you give them. Organisms that are closely related **MUST** have the same genus name (see example below).



Step 3 Convert your dichotomous key into table form

Use the flow chart you constructed in Step 1 to design your dichotomous key in table form. (see "Classification Key to Certain Fish" from previous assignment for extra help)

Example following flow chart from above:

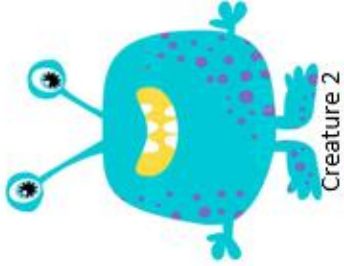
- | | | |
|----|------------------------|---|
| 1A | Feet----- | go to 2 |
| 1B | No Feet----- | go to 10 |
| 2A | Arms----- | go to 11 |
| 2B | No Arms----- | go to 4 |
| 3A | One eye----- | go to 5 |
| 3B | More than one eye----- | <u>Lingua vespertilioauris</u> Creature #7 |

Include the **Creature Number** for each.

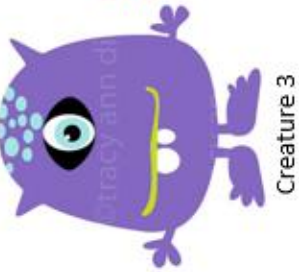
HINT: Once your dichotomous keys are complete, key out some or all of the creatures to see if there are any trouble spots that require fine-tuning.



Creature 1



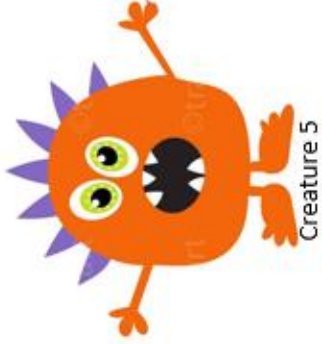
Creature 2



Creature 3



Creature 4



Creature 5



Creature 6



Creature 7



Creature 8



Creature 9



Creature 10



Creature 11



Creature 12



Creature 13



Creature 14



Creature 15



Creature 16



Creature 17



Creature 18