Some animals hunt for their food. Other animals try to protect themselves from being hunted. A predator hunts another animal for food. A lion is a predator of a zebra because it hunts the zebra for food. The animal that is hunted is prey. A zebra is prey for a lion. A giraffe is also prey for a lion.

ANIMALS IN KENYA

Rothschild's giraffe

Grevy's zebras

Kenyan lions

data from 2009–2012
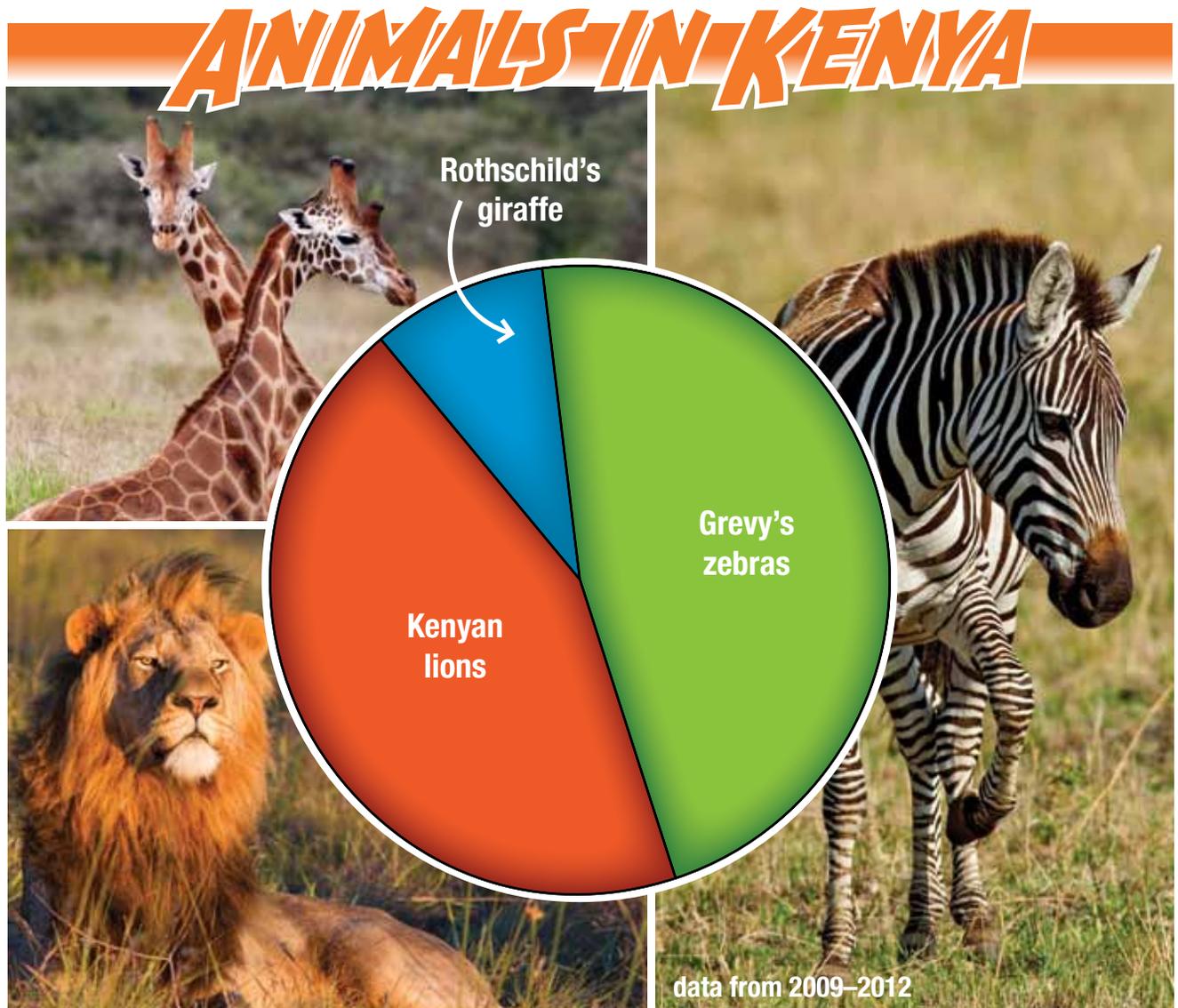
Look at the pie graph of these endangered animals in Kenya.

Are there more predators or prey? _____

What might happen if there were more predators? What might happen if all the Rothschild's giraffes died out?

Once an organism has died, other animals eat the remains. A scavenger is an animal that feeds on dead or decaying animals or things. Many times, scavenger birds fly in a large circle in the air when they have located a dead animal. They wait until it is safe to fly down and eat it. How do scavengers help the ecosystem? How are they like decomposers?

Vultures and hyenas are scavengers.

Fill in the chart. On the first line of each chart section, write an action that each type of animal does. Then write the name of the animal on the second line of each section.

predator

prey

animals

scavenger

berries	**acorns**
worms	**mouse**
snake	**large fish**
fox	**owl**
small fish	**bear**
chipmunk	**grass**

Many items in an average home contain magnets. For example, your refrigerator may have magnets on it to hold up notes and pictures. There are also magnets inside of a refrigerator. They help keep the door tightly shut.

Magnets are inside a refrigerator's motor. In fact, there are magnets in almost all electric motors. Electric mixers, food processors, and can openers all have them. Phones, earbuds, and stereo systems also use magnets. The speakers in these devices use magnets to make sound.

Magnets make many tasks easier. Technology uses magnets to move things and people, to work motors, and to help people find their way.

crane cable

compass

maglev train

Match the technologies to the way they use magnets.

1. crane cable •

• This large electromagnet attracts iron ore. It can move large amounts of ore to another location.

2. maglev train •

• This can help lost campers find their way out of the woods. It always points north.

3. compass •

• This device floats on magnets instead of riding on rails. It can go very fast.

Using Magnets   **BLM 7.6A**

Read the scenarios. Discuss how you could use a magnet to solve the problems.

1. Imagine that you are upstairs in the attic. You are looking for material for a craft project. Your pair of scissors falls behind a heavy large box. What can you do to get your scissors?

2. Your dad has a collection of junk hardware and parts. It is in a big box in the garage. He gives you permission to take it to the recycling station and keep the money you get. But you find out that the recycling station will take only iron or steel scrap metal. What can you do?

3. Workmen come to your house and put on a new shingle roof. After they leave, someone asks you to go around the house and pick up any stray nails. These are nails that fell off the roof while the men were working. Tell one way you might do this.

4. Make up your own story. Tell how you would use a magnet to help solve a problem.

Name: _____

Rubric: Marble Run   **BLM 7.6B**

Make a marble run to move a marble from a start line to a finish line.

Project Guidelines

Use this checklist to create your project.

❑	Our group created a marble run that moves a marble from a start line to a finish line.
❑	Our marble run used two simple machines. These are the machines we used: _____ and _____.
❑	Our marble run used motion, speed, and gravity to help move the marble.
❑	Our marble run used magnets to help move the marble.
❑	Our marble run used a switch to start or stop the marble.

Your classmates will use this checklist to evaluate your project.

❑	This group created a marble run that moves a marble from a start line to a finish line.
❑	This marble run used two simple machines. These are the machines we see: _____ and _____.
❑	This marble run used motion, speed, and gravity to help move the marble.
❑	This marble run used magnets to help move the marble.
❑	This marble run used a switch to start or stop the marble.

Circle your score. We think this marble run …

4 met all the guidelines, **3** met most of the guidelines,
2 met some of the guidelines, or **1** met none of the guidelines.