

Date: \_\_\_\_\_

Name: \_\_\_\_\_

### **The Stream Scene**

Class/Period: \_\_\_\_\_

#### **Aquatic organisms** (pg. 307-308)

1) List two reasons the diversity and numbers of aquatic organisms are important to a stream study:

a)

b)

2) What organisms coat rocks and feed primary consumers, such as mayflies?

3) Define benthic.

4) What is the hyporheic zone?

5) What kind of organisms live in the hyporheic zone?

#### **Food processing** (pg. 145-148)

6) Leaf litter in streams can be broken down slowly by (a) \_\_\_\_\_ and

(b) \_\_\_\_\_. There are also (c) \_\_\_\_\_ that help decompose the leaves and other organic matter.

7) The immature forms of aquatic insects are called (a) \_\_\_\_\_ or

(b) \_\_\_\_\_ .

8) What are shredders? What do they eat? Give some examples of shredders.

9) What is meant by “microbe conditioning”?

10) What are collectors? What do they eat?

11) What are the two groups of collectors? How do they differ? Give some examples for each type.

12) What are scrapers? What do they eat? Give some examples of scrapers.

13) What seasonal and/or stream conditions favor ...

a) shredders?

b) collectors?

c) scrapers?

14) What are predators? What do they eat? Give some examples of predators.

**River continuum** (pg. 149-153)

15) According to the river continuum model of a stream, in which part of a stream are the larger particles of food most abundant? Where are the smaller particles more abundant?

*Consider how this might affect the distribution of aquatic macroinvertebrates by answering the following questions:*

16) What are the two most abundant feeding groups found in the headwaters of streams? Why?

17) How wide are the headwaters of streams? (include units) \_\_\_\_\_

18) What is CPOM? \_\_\_\_\_

19) What are the two most abundant feeding groups found in the midreaches of streams? Why?

20) How wide are the midreaches of streams? (include units) \_\_\_\_\_

21) What is FPOM? \_\_\_\_\_

22) What are the two feeding groups most commonly found in large rivers? Why?