

Behavior - Define

- Why?

- Influences?

Innate Behavior- Define and Examples

Learned Behavior- Define and Examples

Classical Conditioning - define

Operant Conditioning - define

Behaviors

Competitive - why and examples

Foraging - what and examples

Migratory

Circadian rhythm - what

Communication - forms

Altruistic - What and why

Behavior Lab Design

Design an experiment that will be run in about 5-10 min to analyze the behavior.

Organisms: crickets, roaches, mealworms, red worms, millipedes

Write up

EcA.3 - Evaluate the evidence for the role of group behavior on individual and species' chances to survive and reproduce.
(HS-LS2-8)

Level 3 Description	Describe an organism's behavior in terms of its ability to help the organism survive and reproduce.
Level 4 Description	Use evidence to support a description of an organism's behavior in terms of its ability to help the organism survive and reproduce.

SC.2 - Investigating

1	I can carry out prescribed procedures to acquire data and/or information.
2	I can plan and conduct an investigation to produce data. I can identify variables in my investigation.
3	I can manipulate and control variables appropriately in my planned investigation; the data produced is used to answer my question(s).
4	I can plan and conduct an investigation to produce data/research to serve as the basis of evidence to answer my questions or solve a problem. I can provide a sound rationale for the choice in the manipulated variables.

Report

1. Problem/Question
2. Procedure- so 6th graders can set it up.
3. Data Chart
4. Analysis- Graph
5. Conclusion - what saw and why you think it did that

Today - design and get it checked off

Monday- design and get it checked off

- Run Experiment and start typing

Tuesday- Run Experiment

- Finish typing and hand in(Google Classroom)