ANSWER SHEET

Sheet 3: 0 hours = High Tide 6 hours = Low Tide 12 hours = High Tide 18 hours = Low Tide Sheet 4: Q1: 6 Hours. Q2: DAY 1 = Neaps (not very big tides). Day 2 = Springs (big tides) Q3: At right angles for neaps (pulling in different directions). Q4: In line for Springs (pulling in the same direction). Q5. Day 2. 10.38am Sheet 5: Q1: Blenny A Q2: A. extremes of salinity, temperature, desiccation predation by birds B. Competition for space and food; predation by fish. Q3: B. would seem to be the most favourable habitat. However, as the blenny is adapted to cope with the harsh conditions of the upper/middle shore, the reduced competition might make it a more favourable place to live. Sheet 7: Not enough space - lower Too much salt - upper extreme heat - upper competition for food - lower freezing - upper not salty enough - upper Drying Out - upper Not enough light - Lower Order of labels (top to bottom): splash zone; upper shore; middle shore; lower shore: subtidal zone Sheet 8:





Sheet 9: At least 33

Sheet 10: Cushionstarfish; harbour porpoise; beadlet anemone; common shore crab; dog whelk; oyster catcher Sheet 11:



Sheet 12:

Seaweed: Bladder wrack; Kelp; Sea lettuce Fish: Basking Shark; Blenny; mackerel Mammals: Grey seal; Harbour porpoise; Bottle-nosed dolphin

Invertebrates: Velvet swimming crab; Common prawn; Flat perriwinkle Sheet 15:

 Producer = Seaweed; Primary consumer= sea snail; Secondary consumer = crab
(left to right) 2 producer; 1 Sun (example); 4 secondary consumer; 3 primary consumer.



Sheet 17: The arrows point from the food/ energy source to its consumer Sheet 18:



Sheet 19:

Q1: Situation dependent answerQ2: 925 years!Q3: Because animals use a lot of energy and resources to make large eggs making huge numbers would be impossible.

Q4: To increase dispersal and counter very low survival rates.

Sheet 20:



Sheet 26: Q1: Low Tide Q2: May 9th Q3: sun hat; waterproof coat: sunglasses; Sun cream: spare clothes; food & drink; welly boots/ beach shoes Q4: Any 3 from sheet 24 Q5: Anything that was already there when you arrived, especially living things. "Leave only footprints"