**BUG CLASSIFICATION – DICHOTOMOUS KEY DESIGN**

**TASK**: Design and construct a dichotomous key to allow the identification of 11 different bugs.

* Once you understand these instructions, you can delete them (or cut and paste to page two) to give your self more space. Keep the heading and the task sentence though.
* In the centre of this page are images of 11 bugs. Each image is separate from the others and can be resized or moved anywhere on this page by you.
* A line branch is also provided for you (there are ten – over on the top right hand side). These will allow you to construct the lines for the dichotomous key easily. Each line is actually 3 lines grouped together so you can move them as one group. **Watch the quick video on my website about how to use them (below this task on the website**). Delete any you do not use.
* You should use text boxes for annotations (labels and text explaining a diagram) – This is also shown on the video.
* There are some examples of the structure of dichotomous keys on the second page. Check these out before you plan your key.
* You may find it easier to plan using pen and paper before trying this on the elctronic version.
* This is a hard task and you are also learning some excellent formatting skills…GOOD LUCK!

**BUGS**



