



# Get a Life

## BINGO PREVIEW

36 UNIQUE Player Boards

### 48 Caller Cards

**SCIENCE SMART BINGO CALLING**  
**Get A Life**

<b>FOOD WEB</b> A model depicting a series of overlapping food chains.	<b>DECOMPOSERS</b> Small organisms that break down dead organic matter into nutrients that can be reused by plants.	<b>LEARNED Behavior</b> The process of acquiring a behavior through experience or practice.
<b>ENERGY PYRAMID</b> The diagram that illustrates the flow of energy through the food chain.	<b>PRODUCERS</b> Green plants that make their own food by photosynthesis.	<b>CONDITIONING</b> A process where a response is repeatedly associated with one stimulus (becomes associated with another stimulus).
<b>FOOD CHAIN</b> A model used to show how energy from food passes from one organism to another.	<b>CONSUMERS</b> Organisms that can not make their own food (eat plants, animals, etc.).	<b>STIMULUS</b> Anything that requires a response, typically a change that causes an organism to respond.

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**GET A LIFE!**  
Science SMART Vocabulary Card  
**KINGDOM**  
The highest and largest of the taxonomic categories and contains all other categories. It is the first and at the top of the hierarchy.

**GET A LIFE!**  
Science SMART Vocabulary Card  
**SPECIES**  
A group of organisms whose members successfully reproduce themselves.

**GET A LIFE!**  
Science SMART Vocabulary Card  
**FOOD CHAIN**  
A model used to show how energy from food passes from one organism to another.

### Printer Friendly in Black & White with Grayscale Images