**Succession – pg. 296-297 & online game**

**Succession** is when ecosystems change over time.

 **Two types of succession :**

* **Primary** succession –

Example:

* + **Pioneer species** –
	+ **Climax community** –
* **Secondary** succession –

Example:

* + **Partial destruction examples**: pond drying up,
	+ **Complete destruction example:** forest fire,

\***Play the game** at: <https://biomanbio.com/HTML5GamesandLabs/EcoGames/succession_interactive.html>

**Explain why/how different kinds of producers and consumers are needed to achieve a climax community.**

**SUCCESSION IMAGES**

**DRAW IT OUT** - Imagine an underwater volcano spills lava into the middle of the ocean, creating brand new land. Fill in the boxes below by drawing out and explaining the stages in primary succession (use the textbook explanation and website explanations to guide you).

1. *Lava cools and builds up a small island.* 2.

*The ground is hard and bare.*

3. 4.

5. 6.

7. 8.

How would these pictures change or continue **if secondary succession occurred**? Add any extra slides to draw out secondary succession below.