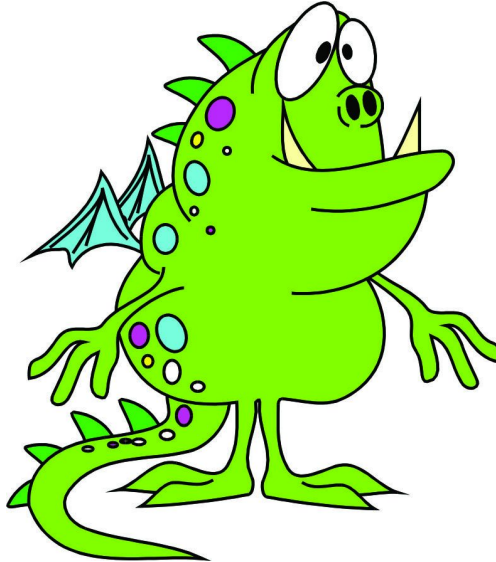


## **Dichotomous Key**

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A dichotomous key is a tool people use to identify organisms. You start at the top of the key. The first line has a statement and monster's name. If the statement matches the organism you are trying to identify, you know that you are dealing with the monster named in the statement. If the statement doesn't match the organism, you follow where the statement leads you to. You repeat this process until you have identified your organism.

**Directions:** Solve the key



- 1) If the monster is green ... go to 2  
not ... Slippidy-bippidy
- 2) If the monster has a tail ... go to 3  
not ... go to 4
- 3) If the monster has a pig-like nose ... go to 5  
not ... Bub-ahuba
- 4) If the monster has no feet ... Blobis-blubahupa  
not ... go to 6
- 5) If the monster has pointy teeth ... go to 7  
not ... Griggily-bomblo
- 6) If the monster has 4 fingers ... Zip-irittynufabul  
not ... go to 8
- 7) If the monster has wings ... Ipi-lipirubbityscot  
not ... Bux-likslippydippy
- 8) If the monster has spikes ... Squirty-Burty  
not ... Blubba-blubahupa

What type of monster is this? \_\_\_\_\_

answer: lpi-lipirubbityscot