



# Ecology

**Ecology** - is the study of interactions between living things and their environment.

**Biosphere** - is the part of the planet containing living things.

**Ecosystem** - a group of organisms that interact with their environment together.

**Habitat** - the place where an organism lives.

**Population** - members of the same species living in an area.

**Community** - all the different populations (species) in an area.





## ENVIRONMENTAL FACTORS

**1. Biotic factors** - living factors.

Examples - **Food**, competition, etc.

e.g. Animals might compete for scarce resources.



**2. Abiotic factors** - non-living factors.

Examples - **Altitude**, Aspect.

e.g. Higher altitudes are colder and hard to live in.

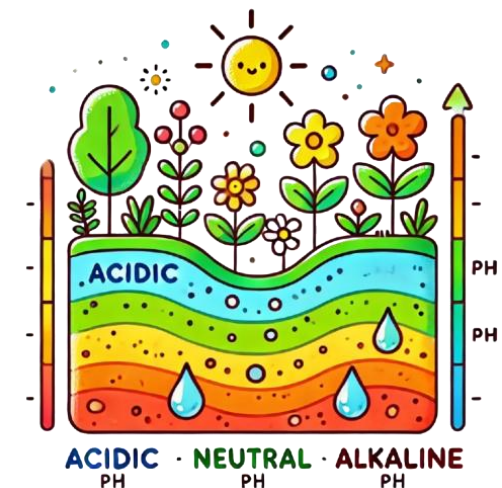


**3. Climatic factors** - weather over a long time.

Examples - **Temperature**, rainfall.

**4. Edaphic Factors** - Factors to do with soil.

Examples – Soil pH, temperature, etc.



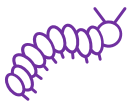
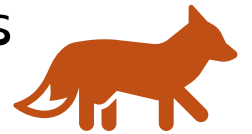


## Energy Flow

**Producers** - Organisms that carry out photosynthesis, e.g. plants.

**Consumers** - take in food from another organism, e.g. animals

**Food Chain** - the order in which an organism is eaten by the next one in the chain.



In a grassland habitat an example of a food chain is:

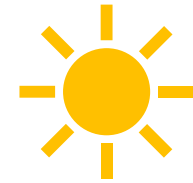
Buttercup → Caterpillar → Thrush → Fox

The → shows the direction of **energy flow**.





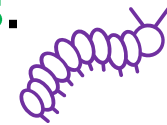
Almost all energy for food chains comes from the sun.



Plants (**producers**) catch the energy and change it into sugars.

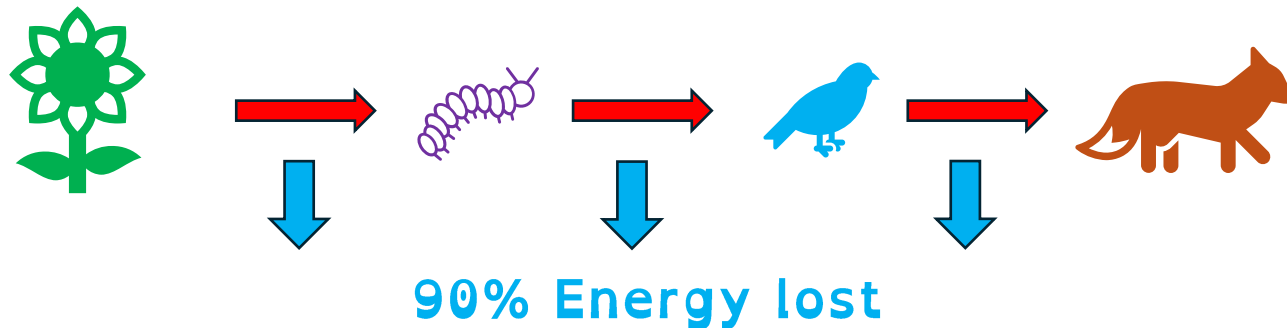


The energy in the plants is then passed into **consumers**.



These consumers only get **10%** of the energy from the plant.

If they are eaten, they only pass on **10%** of their energy.

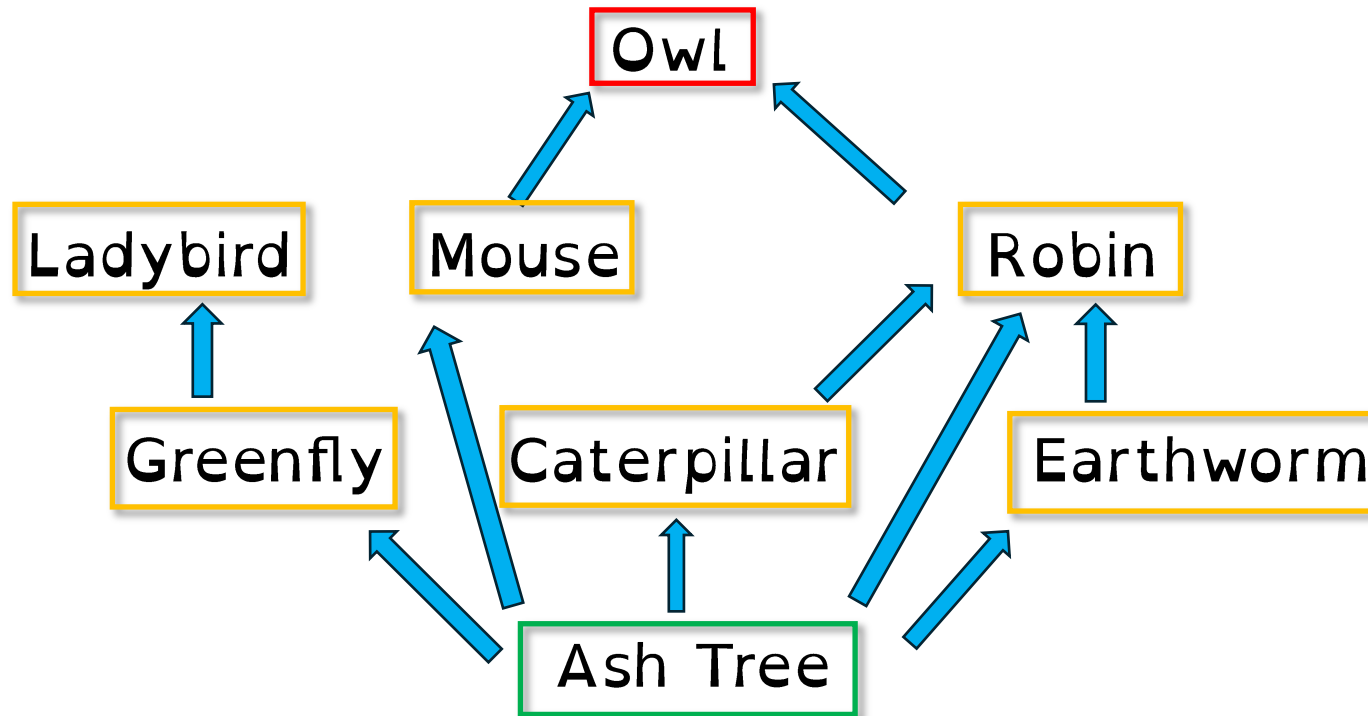


**Food chains are short as the energy eventually runs out.**





# Food Web – made of interconnected food chains



(seeds, fresh leaves, fallen leaves)

**Primary consumer** = Caterpillar   **Herbivore** = Mouse   **Omnivore** = Robin





**Ecological niche** - is the role an organism plays in the community.

**2 organisms with the same niche must compete.**

**An example is how birds eat.**



**Magpie** eats from **fences** and gutters

**Swallow** eats in **flight**



**Thrush** eats from the ground/**soil** – e.g. snails.

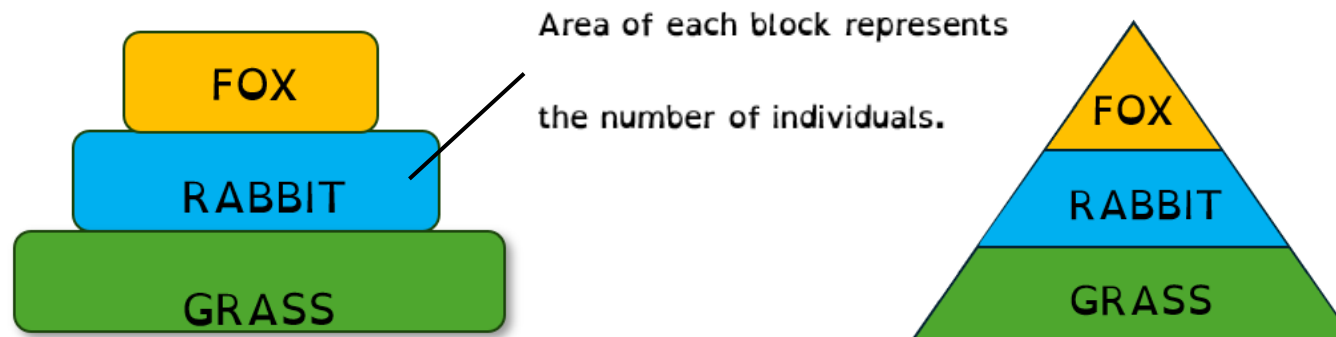




## Pyramid of numbers

Represents the number of organisms at each trophic level.

The number of organisms at each level normally decreases as you go up. This is due to the **decrease in energy**.



In the examples above, there is a lot of grass, less rabbits, and even fewer foxes.





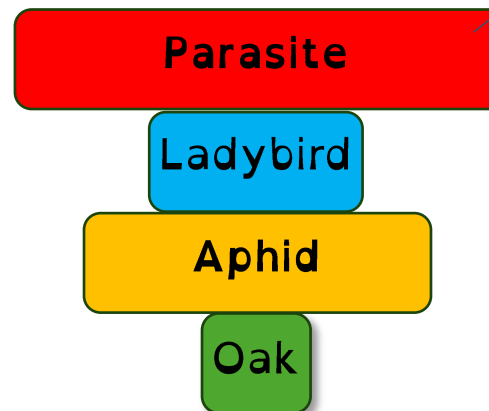
Sometimes you can have an **inverted** pyramid of numbers.

Where the number of organisms may **increase** as you go up.

An inverted pyramid means you have,

1. **Parasites** or
2. All the organisms live in **one tree**.

These are a rough guide to the number of individuals in your food chain.







## Questions on this topic

**Q.1 What is a population?**

**Q.2 Give an example of 2 abiotic factors and 2 biotic factors?**

**Q.3 What does Edaphic mean?**

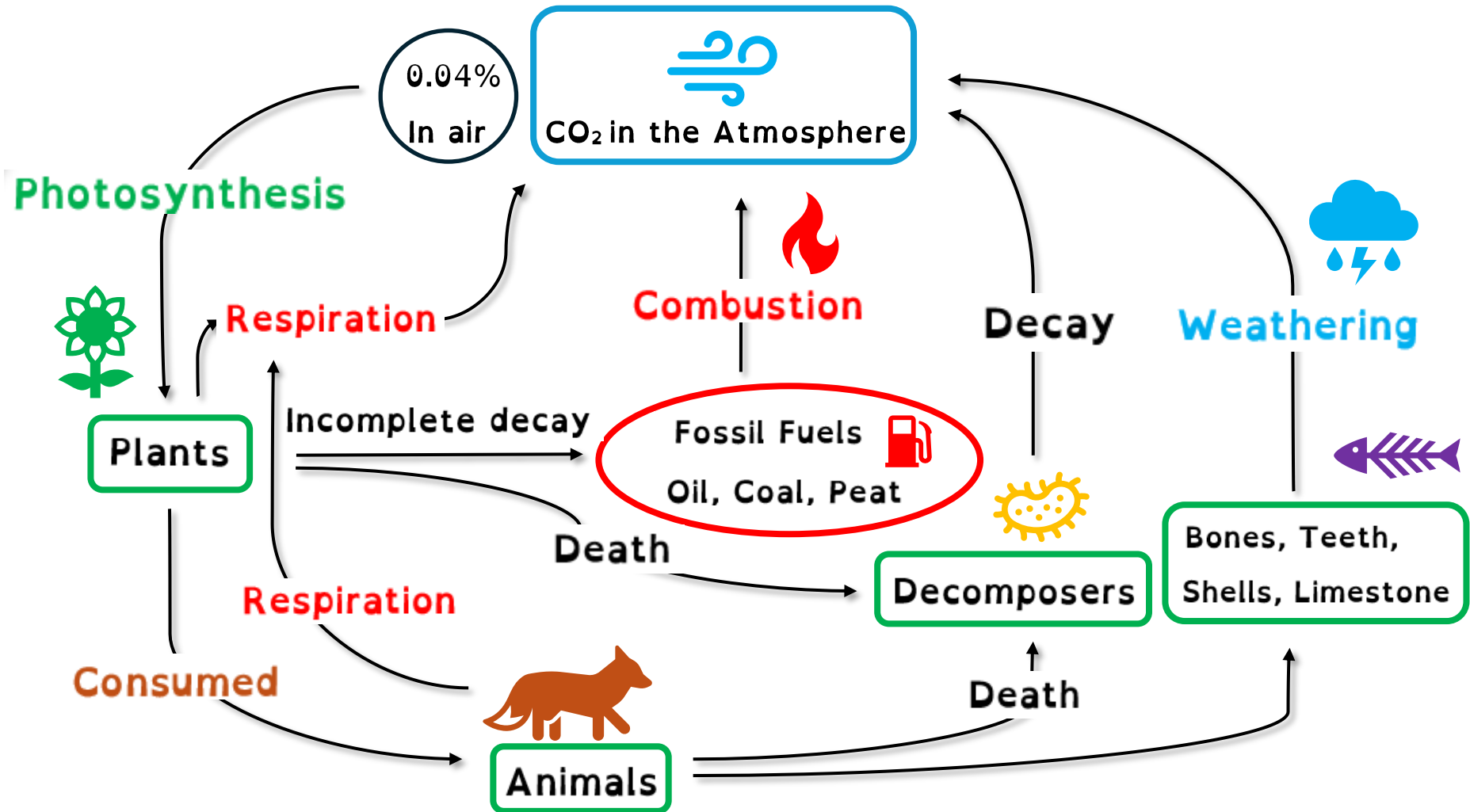
**Q.4 What is a food chain?**

**Q.5 Give an example of one from a habitat you studied.**





# The Carbon Cycle





**Nutrient Recycling** is essential as it releases previously locked up Carbon. It can then be reused by other organisms.

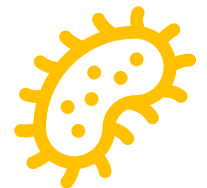
**Plants** take in Carbon Dioxide during photosynthesis. During Respiration, they release carbon dioxide.



 **Animals** get carbon from eating other organisms. When they respire, they release carbon dioxide.

When animals die, their bones, teeth and shells are slowly weathered back into the atmosphere.

**Micro-organisms**, like fungi and bacteria return carbon dioxide to the air by decomposing dead plants and animals.

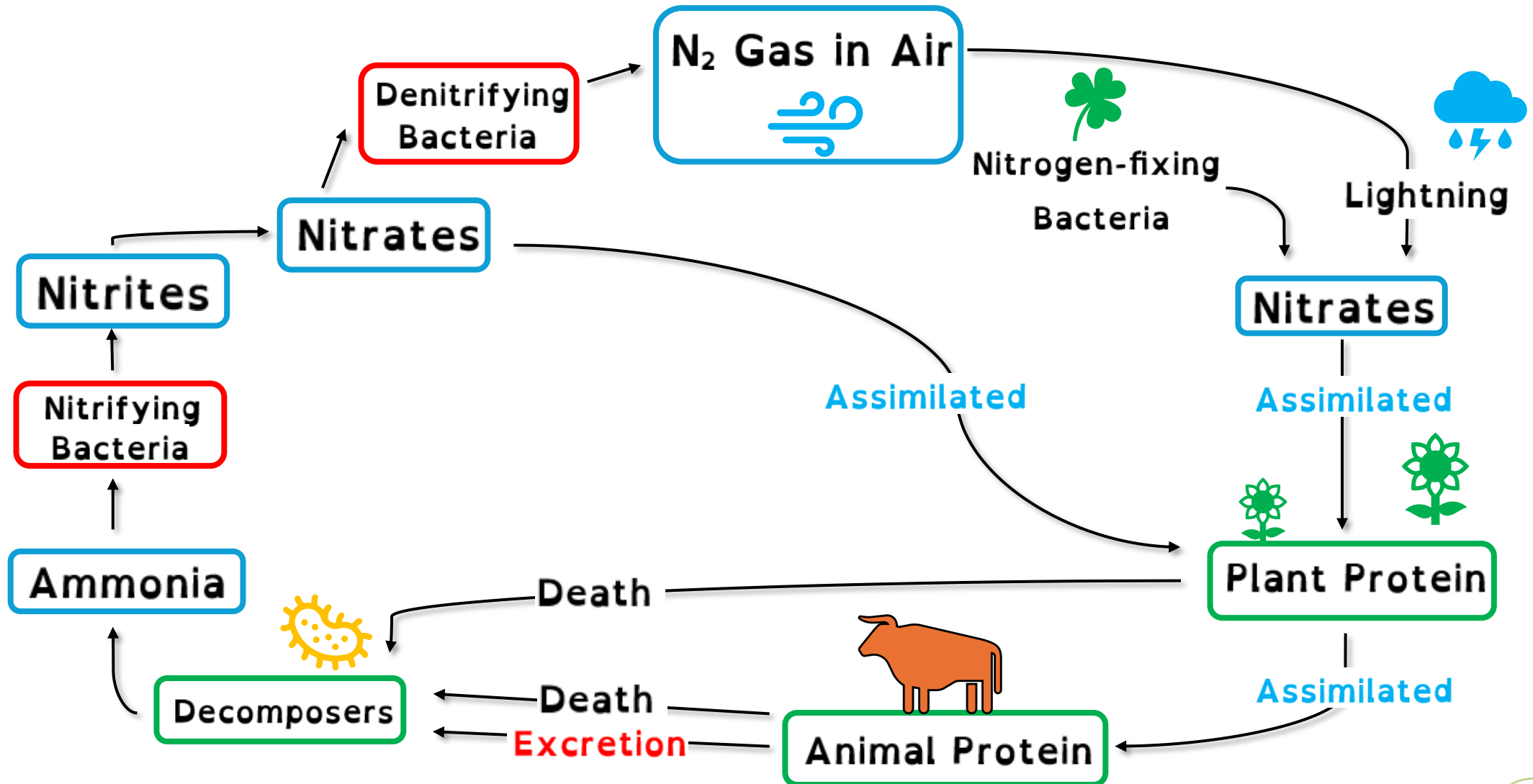


We burn partially decayed plants as **fossil fuels** and release CO<sub>2</sub>.





# The Nitrogen Cycle





## The Nitrogen Cycle

78% of the air is Nitrogen gas,  $N_2$ . It must be turned into a useable form by **lightning** or **Nitrogen-fixing bacteria**. These are found in **Clover** and in the **Legumes** family.



The bacteria live on the roots of plants. They get food from the plants, and they give the plants Nitrates converted from the air. This type of relationship is called **symbiotic or mutualistic** as both organisms benefit. The **Nitrates** are used in **DNA** and **proteins**. **Animals** assimilate the plant protein to make their own proteins.



Decomposers release **Ammonia**. Bacteria change this back into Nitrates, to be reused, or converted back into  $N_2$  gas.

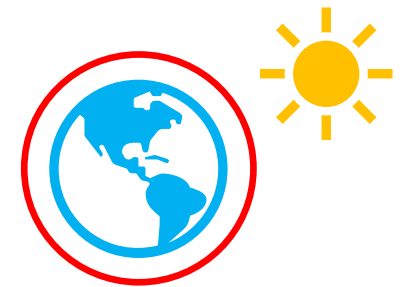




## Global Warming/Climate Change

Since the 1970's, scientists have realised that the world's CO<sub>2</sub> has been increasing. CO<sub>2</sub> is produced from burning fossil fuels. In the atmosphere CO<sub>2</sub> traps heat and warms up the planet.

That's why it is called a '**greenhouse**' gas.



Warming oceans store the heat and ocean currents change.

When the currents heat and change, they also change the weather.

This causes floods and droughts, stronger hurricanes and storms.

**The 10 warmest years in the 175-year record have all occurred during the last decade (2014–2024).**





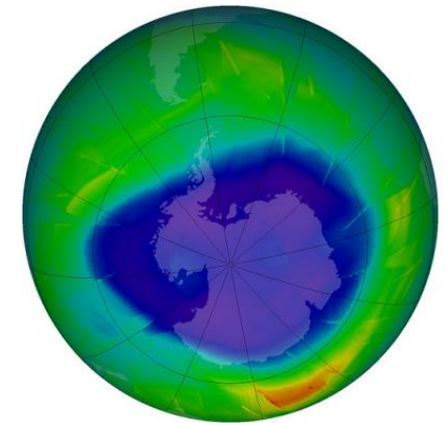
## Ozone

Ozone depletion is an example of **air pollution**.

Ozone ( $O_3$ ) is a gas that absorbs harmful ultraviolet (UV) light. A hole was first noticed in 1984 over Antarctica. Ozone loss is caused by **CFCs** (**C**hloro**f**luoro**c**arbons) in aerosols, freon gas in fridges and others.

A decrease in Ozone causes, skin cancers, damage to crops, damage to animals and Plankton loss.

CFCs were **banned** in 1986, and fridges are recycled carefully and not just dumped. The holes should be repaired by around 2050.





# Pollution

**Pollution is any harmful addition to the environment.**

Pollutants are substances that cause pollution.

**Types of pollution:**

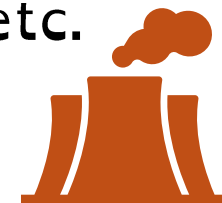
- **Domestic pollution** - from houses, must be collected.



- **Agricultural pollution** - sprays, slurry on fields and in rivers.



- **Industrial pollution** - smoke and fumes, acid rain etc.





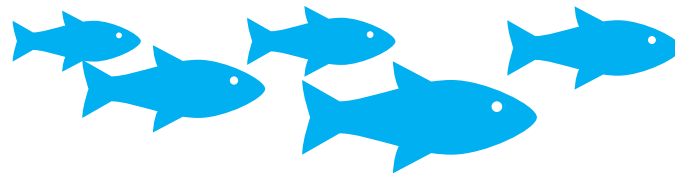


# Conservation

**Conservation is the wise management of our existing natural resources.**

## Fisheries

- Using larger meshed (holes) in nets allows young fish to escape, mature and reproduce.
- Diamond mesh netting - closes under tension and prevents young fish escaping so Square-mesh is now used.





# Waste Management in Agriculture

## The main problems are:

- Slurry – excrement from animals, rich in Nitrogen
- Silage effluent – liquids from cut and gathered wet grass
- Overuse of chemical fertilisers and animal manures -  
**Eutrophication** is a condition where waterways become full of nutrients, algae grow using up Oxygen and the fish suffocate.



## Solutions:

- Slurry – must be measured and sprayed carefully
- Silage – must be correctly wrapped to prevent leaks
- Crop Rotation – reduces the need for extra fertilisers and clover can be planted to produce more Nitrates naturally.





## Waste Management in Domestic Setting

- Lack of availability of suitable landfill sites – produce less waste
- The toxic fumes from incineration ( $\text{CO}_2$  and other oxides) – burn wastes at a very high temperature
- Decaying waste produces methane gas which contributes to the "greenhouse effect" – collect the gas and use it for energy

## Waste Management Approach:

**Brown Bins** - Composting uses micro-organisms to decompose organic matter into compost. This recycles all the nutrients required for plant growth. 25% of food produced ends up being wasted. More composting reduces waste in other bins.





**Grey/Black Bins** – We try to produce as little waste as possible. Any waste that can't be brought to a recycling centre is put in this bin. It is usually crushed, wrapped and buried or burnt.

**Green Bins** – We can place plastics and paper in these bins. Bottles and cans are now recycled separately. The waste gathered can be recycled into other paper and plastic products.

### Waste Minimisation



**Reduce** - use less, minimise waste.

**Reuse** - use again for different purpose.

**Recycle** - recover some material and use again.

