
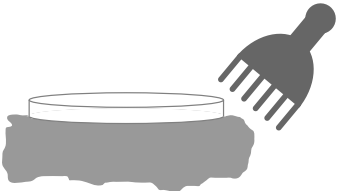

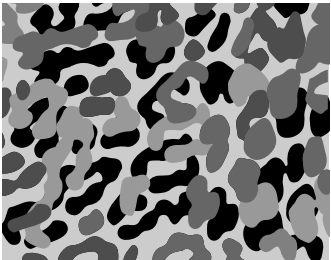


Models of Animal and Plant Defenses

Model We Used (2.3)	What the Model Shows Us (2.3)
<p>2.3</p> 	<ul style="list-style-type: none">• Animals have sharp parts. (2.3)• Animals and plants get broken into smaller pieces when animals eat them. (2.3)
<p>2.4</p> 	<ul style="list-style-type: none">• Shells are hard.• Shells and armor make animals and plants hard to bite, chew, or swallow. (2.4)
<p>2.5</p> 	<ul style="list-style-type: none">• Spikes are sharp. (2.5)• Spikes hurt animals' mouths when they try to eat animals or plants with spikes, (2.5)
<p>2.6</p> 	<ul style="list-style-type: none">• Living things' color and shape matches the background.• Camouflage makes animals and plants hard to find and eat. (2.6)