

1) Watch the video and drag the words to the correct spot in the text.

Insects nutrients chain ecosystem sun apple plants energy animal  
energy decomposers waste spot

### What happens to all the waste created in nature?

Waste is a good source of \_\_\_\_\_ for lots of different living things, like bacteria, some fungi, \_\_\_\_\_, and worms. These organisms, called decomposers, break down \_\_\_\_\_ and the remains of dead plants and animals to get energy. Thanks to decomposers, there's a lot less waste and dead things lying around.

All living things need energy to survive, and energy flows through a system of living things moving from plant, to \_\_\_\_\_, to other animals in a what eats what model called a food \_\_\_\_\_.

We use food chains to see how energy flows between living things in an ecosystem. \_\_\_\_\_ are living things, too. And since they need energy to live, they need a spot in a food chain.

Plants are able to grab the energy that comes from the \_\_\_\_\_. They use it to take water, \_\_\_\_\_ and gas from the air to create chemical energy. The tree stashes some of that energy in its fruit. If an apple from that tree falls to the ground and gets eaten by a mouse, some of that \_\_\_\_\_ will be transferred to the mouse. And if this mouse is spotted by an owl, it's going to end up as owl brunch. And the energy from that mouse will be transferred to the owl.

Decomposers can live and work in more than one \_\_\_\_\_ in the food chain. They can show up any time there's waste to break down, like leftover \_\_\_\_\_ or owl's droppings. Decomposers break those things down into smaller parts, like nutrients and other chemicals. These chemicals go into the ground and are taken up by \_\_\_\_\_ so they can use them to make more energy and the process starts all over again.

Decomposers break down waste in an \_\_\_\_\_ into nutrients, and plants use those nutrients to make energy. That energy goes up the food chain all over again. Decomposers also keep waste from piling up in an ecosystem.