

*Fantastic Beasts & How to Classify Them  
-Using Dichotomous Keys-*

*Purpose: To use and construct a dichotomous key for the classification of organisms.*

*Background Information:*

*When one comes upon an unknown creature, it is helpful to use a dichotomous key in order to determine to what species it belongs. Species are still discovered today and are named through binomial nomenclature, a universal naming system revolutionized by 18<sup>th</sup> Century biologist Linnaeus. To name a newly discovered species, however, one must research to be sure it has not already been discovered and named. For this, we use dichotomous keys which focus on physical characteristics that are used to separate these organisms into subgroups. For example, if one comes upon a werewolf and is unsure of its species identity, a key could be used by observing its physical traits.*

*However, if one does come upon a werewolf, the last thing on one's mind is the use of a dichotomous key...*

*The word dichotomy is from the ancient Greek *dichotomia* which means "divided." In Greek, *dich-* refers to "two" and *tomia-* means splitting or cutting. Dichotomous keys divide organisms into two subgroups at each step until each stands alone and is identified as that species. Dichotomous keys provide paired statements that split the species into distinct groups based on traits they possess or do not possess. As one moves through the steps, the search for the identity of the unknown species becomes more and more narrowed.*

*You should always begin at Step 1 and move down the series, following the directions at each step. If the choice of characteristics in the body of the key leads to a number, then you skip down to that number and make your next choice. When the choice leads you to a name instead of a number, you have successfully found the name of the organism for which you are searching. If your journey through the key becomes confusing, remember the words of Dumbledore...*

*"When in doubt, I find retracing my steps to be a wise place to begin."*

*Fantastic Beasts Dichotomous Key*

<i>STEPS</i>	<i>CHARACTERISTICS (CHARACTERS)</i>	<i>GO TO STEP/ID</i>
<i>1a</i>	<i>The creature is humanoid (human head and arms).</i>	<i>2</i>
<i>1b</i>	<i>The creature is not humanoid.</i>	<i>3</i>
<i>2a</i>	<i>The creature has a horse-like body.</i>	<i>Centaur</i>
<i>2b</i>	<i>The creature does not have a horse-like body.</i>	<i>4</i>
<i>3a</i>	<i>The creature has legs.</i>	<i>5</i>
<i>3b</i>	<i>The creature does not have legs.</i>	<i>6</i>
<i>4a</i>	<i>The creature has a fish-like body.</i>	<i>Merperson</i>
<i>4b</i>	<i>The creature does not have a fish-like body.</i>	<i>Dementor</i>
<i>5a</i>	<i>The creature possesses the head of a horse.</i>	<i>7</i>
<i>5b</i>	<i>The creature does not possess a horse-like head.</i>	<i>8</i>
<i>6a</i>	<i>The creature has red eyes.</i>	<i>Ashwinder</i>
<i>6b</i>	<i>The creature has yellow eyes.</i>	<i>Basilisk</i>
<i>7a</i>	<i>The creature has wings.</i>	<i>9</i>
<i>7b</i>	<i>The creature does not have wings.</i>	<i>10</i>
<i>8a</i>	<i>The creature has wings.</i>	<i>11</i>
<i>8b</i>	<i>The creature does not have wings.</i>	<i>Werewolf</i>
<i>9a</i>	<i>The creature possesses feathers.</i>	<i>Abraxan</i>
<i>9b</i>	<i>The creature does not possess feathers.</i>	<i>Thestral</i>
<i>10a</i>	<i>The creature has a horn projecting from its head.</i>	<i>unicorn</i>
<i>10b</i>	<i>The creature does not have a horn projecting from its head.</i>	<i>Hippocampus</i>
<i>11a</i>	<i>The creature possesses a spiked tail.</i>	<i>Hungarian horntail</i>
<i>11b</i>	<i>The creature does not possess a spiked tail.</i>	<i>Hippogriff</i>

You will turn in this form. Please write your name here: \_\_\_\_\_

Materials:

**Fantastic Beasts Images** (some are simply too dangerous to have in the classroom)

These images can be found at [www.harrypotterbiology.com](http://www.harrypotterbiology.com). Simply click Enter, and then click on the O.W.L. – Level Acceptable.

**Quill & Ink** (though a muggle pencil will suffice)

Procedure:

- 1) Examine the 12 Fantastic Beasts representations provided by your instructor.
- 2) For each species listed, you will progress through the key provided and the previous page, writing each step's number and letter on the line provided. Be sure to take note of the additional descriptors provided next to each image.
- 3) You will then create your own dichotomous key using traits that may be listed in the key already provided. Be sure to use clearly observable traits that will mean the same thing to any reader.

For each organism below, write the numbers and letters **IN ORDER** that led you to each of the organisms on the following page. (For example: 1a → 2b → 4a, etc)

- 1) Abraxan: \_\_\_\_\_
- 2) Ashwinder: \_\_\_\_\_
- 3) Basilisk: \_\_\_\_\_
- 4) Centaur: \_\_\_\_\_
- 5) Dementor: \_\_\_\_\_
- 6) Merperson: \_\_\_\_\_
- 7) Werewolf: \_\_\_\_\_
- 8) Hippogriff: \_\_\_\_\_
- 9) Thestral: \_\_\_\_\_
- 10) Unicorn: \_\_\_\_\_
- 11) Hippocampus: \_\_\_\_\_
- 12) Hungarian Horntail: \_\_\_\_\_

Now it's time to create your own key. On the next page of parchment is a form on which you can structure your own dichotomous key. Create a dichotomous key using **ONLY** the following creatures: **Abraxan, Centaur, Hippogriff, Thestral, Unicorn, & Hippocampus.**

Remember, only 2 choices, an 'a' and a 'b,' are allowed for each step!

*Creating Your Own Dichotomous Key*

STEPS	CHARACTERISTICS (CHARACTERS)	GO TO STEP/ID
1a		
1b		
2a		
2b		
3a		
3b		

*Analysis Questions:*

- 1) *With what kind of characteristics must you start when creating or using a dichotomous key, general or specific? Why must you start with these?*
- 2) *Why should descriptors like “long,” “tall,” or “short” be avoided in a dichotomous key?*
- 3) *Why is it important for dichotomous keys to use physical traits and not descriptors like diet or habitat?*
- 4) *In some keys, characteristics like talons or claws are used. Why should the length of these structures not be used to classify an organism?*