

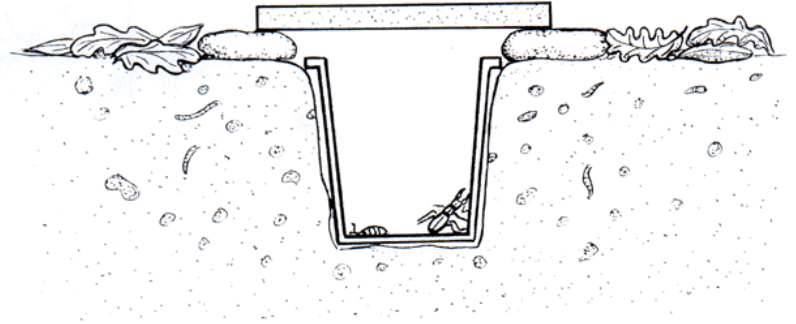
Terrestrial Invertebrate Sampling

- * Pitfall trap
- * Beating tray
- * Pooters
- * Quadrats
- * Sweep nets



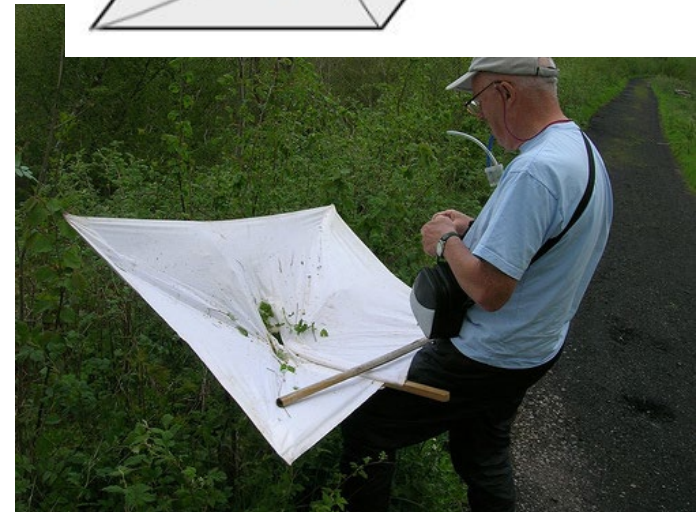
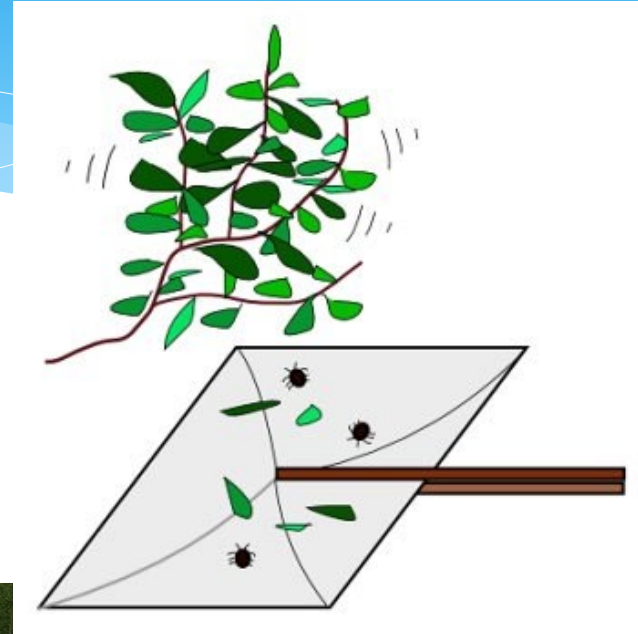
Pitfall Traps

- * Put trap in hole in ground, level with ground surface
- * Cover with wood or plastic to stop rain entering
- * Leave overnight



Beating Tray

- * Place beating tray underneath tree/bush
- * Hit branch sharply with stick to knock insects into the tray
- * Close the tray over & gradually open it up while some-one collects the insects with a pooter
- * Good for comparing between different trees/bushes



Pooters



- * Can collect insects directly from leaves, grass etc. or can be used along with beating tray/quadrats

- * 2 tubes:

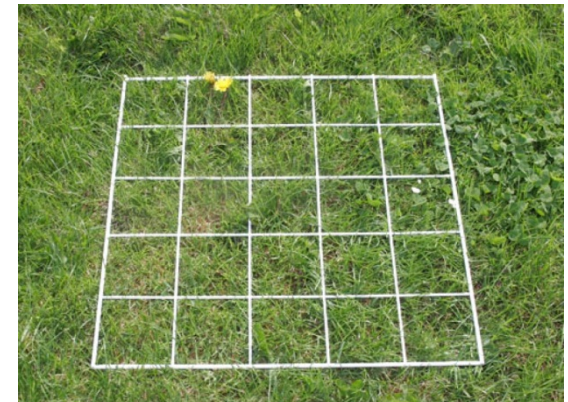
- * One is covered in gauze or mesh, this is the one you suck. The gauze prevents the insects going in your mouth

- * The other tube is placed over the insect you want to collect, when you suck your tube, the insect will get sucked into this tube & collected in the container



Quadrats

- * Can be made any size and so can be used to sample almost anything! E.g. plants, marine life, insects, even large animals
- * Square shape divided into smaller squares for accuracy
- * Size of square depends on what is being sampled
- * For insects, throw pencil behind back & place quadrat where pencil lands. This makes the sampling random – good science 😊



Sweep nets

- * Used for sampling bushes or long grass
- * Make sure there are no spines or thorns in area you're about to sweep or you will tear the net
- * After sweep, close net quickly & then slowly open it, pootering as you go
- * Also good for catching butterflies



Your Task for today...

1. Make a pooter at home
2. Get an old sheet or towel to use as a beating tray and a stick
3. Go to your garden or local park
4. Place your beating tray under a bush or tree and gently tap the plant to knock any invertebrates out onto your tray
5. Use your pooter to collect the animals and the ID sheet to identify what you have collected
6. Make sure to release your animals at the end!