

BiomeForge — Concept Poster

Print this and pin it up — an at-a-glance map of the BiomeForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Canopy	Forest biomes (temperate, tropical, taiga)
Dune	Desert biomes (hot, cold, semi-arid)
Reef	Aquatic biomes (coral reef, freshwater, marine)
Ridge	Mountain / alpine / vertical-zonation biomes
Flux	Climate-biome mapping (where biomes shift with climate)
Burrow	Ecosystem engineers — some animals build homes for a hundred others; dig, and the neighborhood moves in
Graze	Keystone herbivores + grasslands — a grassland needs its grazers; eat, move on, keep the prairie alive
Kelp	Keystone species + trophic cascades — one keystone holds up a whole forest; pull it and everything topples
Marsh	Decomposition + nutrient cycling — nothing is wasted; the dead feed the living, the water remembers
Silt	Sediment + ecological succession — new land is built one grain at a time; life moves in the moment it's ready

Key ideas at a glance

The big concepts this cast helps you master:

- Food Webs
- Population Dynamics
- Biomes
- Adaptation
- Nutrient Cycles
- Ecosystem Dynamics
- Advanced Ecology

- Ecosystem Assessment
 - Cross-Topic Connections
 - Systems Thinking in Ecology
 - Conservation Applications
 - Advanced Biogeochemical Cycles
 - Interdisciplinary Ecology
 - Real-World Ecology Applications
 - Ecology Misconceptions & Reasoning
 - Advanced Ecology Synthesis
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