



# Lone orca slays great white in less than two minutes and feasts on its liver

## Description

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Did you know that two killer whales, or orcas, have been catching and feeding on great white sharks along the South African coast since 2017? This is an unusual occurrence that scientists have been trying to understand. They have noticed that these orcas mainly eat the sharks' liver, which is packed with nutrients. The rest of the shark is left behind.

Scientists have now found out something new about the hunting habits of these orcas. One of them, known as Starboard, was seen killing a young great white shark all on his own in less than two minutes.

Dr Primo Micarelli, a marine biologist at Italy's Sharks Studies Centre, has said that Starboard's solitary hunting is worrying. This is because orcas usually hunt in groups and their prey includes a range of large animals.

It is the first time that researchers have seen orcas hunting the world's largest predator, the great white shark. Starboard's solitary hunting style seems strange because orcas normally join forces to hunt down their prey. According to Alison Towner, a marine scientist at Rhodes University, previous attacks on great whites by orcas took up to two hours and involved between two and six orcas.

Adding to the mystery is where the great white sharks are going. It is believed that the attacking orcas are scaring off the shark population, but so far, scientists have been unable to determine the location to which the sharks are relocating.

The situation is worrying and Towner has said that further research is required to answer the many questions about the shark-hunting killer whales and their impact on the ecosystem. She also stressed the need for funding to assist in this quest of understanding the situation better.

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## Vocabulary List:

1. **occurrence** // (noun): An incident or event.
2. **nutrients** // (noun): Substances that provide nourishment for organisms to function.
3. **solitary** // (adjective): Being alone or single.
4. **predator** // (noun): An animal that preys on others.
5. **relocating** // (verb): Moving to a new place or position.
6. **ecosystem** // (noun): A community of organisms interacting with their physical environment.

## Vocabulary quizzes

### Multiple Choice ( Select the Correct answer for each question. )

1. What type of character in fantasy games can raise the dead?  
Option: Wizard  
Option: Necromancer  
Option: Warrior  
Option: Assassin
2. What term refers to the interaction between living organisms and their environment?  
Option: Habitat  
Option: Population  
Option: Ecosystem  
Option: Species
3. Which feature of a character in a game is often customizable?



- Option: Facial
- Option: Visual
- Option: Performance
- Option: Mode

4. What term describes finding something previously unknown?

- Option: Creativity
- Option: Dedication
- Option: Discovery
- Option: Challenge

5. What term refers to the interaction where the combined effect is greater than the sum of individual effects?

- Option: Correlation
- Option: Synergy
- Option: Material
- Option: Feature

6. In a larger game what type of smaller game is often included for extra entertainment?

- Option: Enhancements
- Option: Minigame
- Option: Challenge
- Option: Boosted

7. What term describes an increase in performance or abilities?

- Option: Admiration
- Option: Boosted
- Option: Challenge
- Option: Creativity

8. Which term is used to describe an animal that preys on others?

- Option: Occurrence
- Option: Nutrients
- Option: Solitary
- Option: Predator

9. What term refers to a distinctive attribute or aspect of something?

- Option: Patch
- Option: Visual Quality
- Option: Feature
- Option: Performance Mode

10. What term describes the arrangement or organization of parts within a whole?



- Option: Structure
- Option: Electron
- Option: Correlation
- Option: Material

**Gap-Fill ( Fill in the blanks with the correct word from the vocabulary list. )**

11. Game developers often release \_\_\_\_\_ to improve gameplay and fix bugs.
12. Some characters in games have a \_\_\_\_\_ ability that activates automatically.
13. Writing code in \_\_\_\_\_ allows programmers to have more control over hardware.
14. The \_\_\_\_\_ of a rare event can add excitement to a game.
15. Players may need to consider \_\_\_\_\_ their base to a safer location in strategy games.
16. Modern games often focus on achieving high \_\_\_\_\_ to immerse players in the experience.
17. Game data analysts look for patterns and \_\_\_\_\_ between player actions and outcomes.
18. Players may express \_\_\_\_\_ for skilled gamers who achieve impressive results.
19. Exploring hidden areas in a game can lead to exciting \_\_\_\_\_ of new items or clues.
20. Increasing the difficulty level provides a greater \_\_\_\_\_ for experienced players.

**Matching Sentences ( Match each definition to the correct word from the vocabulary list. )**

21. A is the internal framework of the body on which the body's tissues and organs are constructed.
22. Switching to _____ in games can enhance graphics and frame rates for a smoother experience.
23. The developer's _____ to creating a realistic game world is evident in the attention to detail.
24. _____ in games often requires gathering specific _____ to create new items or structures.



25. A loyal follower or servile underling in games is often referred to as a of the main character.
26. Game developers release a to address issues and introduce new content.
27. Adding visual and performance can make a game more enjoyable for players.
28. Some games offer a experience where players can explore alone without interaction from others.
29. In games an is a subatomic particle that can determine the behavior of virtual elements.
30. Using power-ups or special items can give players a advantage in challenges.

## Answer

**Multiple Choice:** 1. Necromancer 2. Ecosystem 3. Facial 4. Discovery 5. Synergy 6. Minigame 7. Boosted 8. Predator 9. Feature 10. Structure

**Gap-Fill:** 11. Enhancements 12. Passive 13. Assembly Language 14. Occurrence 15. Relocating 16. Visual Quality 17. Correlation 18. Admiration 19. Discovery 20. Challenge

**Matching sentence:** 1. Skeleton 2. Performance Mode 3. Dedication 4. Material 5. Minion 6. Patch 7. Enhancements 8. Solitary 9. Electron 10. Boosted

## CATEGORY

1. Sci/Tech - LEVEL3

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