



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.

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



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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. Crafting 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



Date Created

2024/03/02

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