A guide to going backwards (and dichotomous keys) in The Waterbug App

The Waterbug App has three different ways of identifying waterbugs: THE KEYS, SPEEDBUG and THE LIST. The first of these (THE KEYS) presents the user with a series of questions, the answers to which define a path through a dichotomous key – ending with an identification.
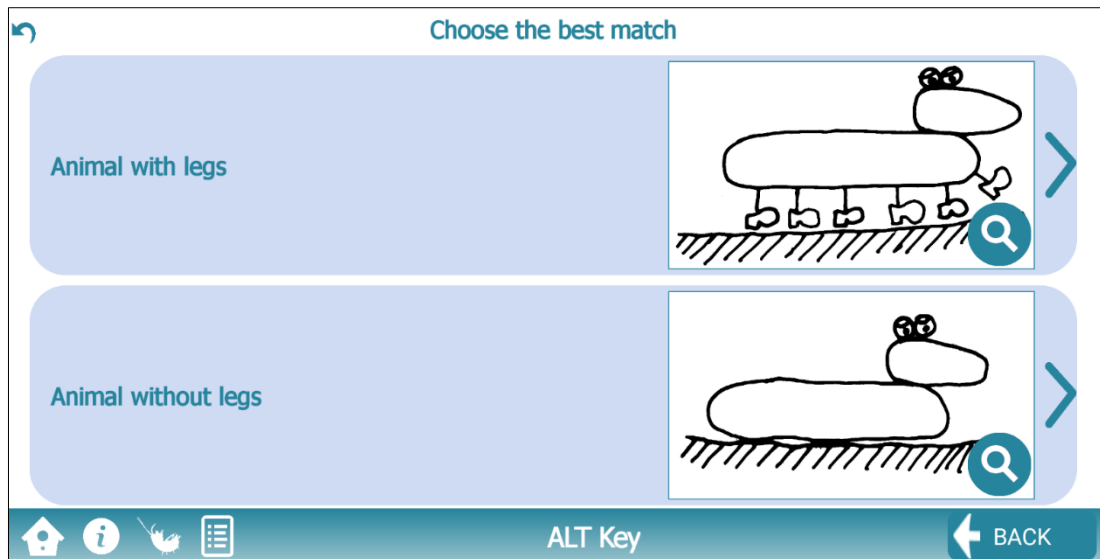
What's a dichotomous key?

"**dichotomy - ….***the separation that exists between two groups or things that are completely opposite to and different from each other.*" Oxford dictionary

This is a simple dichotomous key – use it to identify a simple shape …Each paired row or couplet has 2 options (a dichotomy) to choose from followed by a result.

1	Sides straight	**3** (go to line 3, skip line 2)
	Sides curved	**2** (go to line 2)
2 (1)	Length and width the same	**CIRCLE**
	Length and width different	**OVAL**
3 (1)	Three sides	**TRIANGLE**
	Four sides	**4** (go to line 4)
4 (3)	Length and width the same	**SQUARE**
	Length and width different	**RECTANGLE**

…. imagine you got to couplet 3 but decided that the sides on your shape were actually curved (as there were less than the 3 or 4 sides offered in the options). In a paper key you would simply look up the previous couplet number in brackets and backtrack. In the waterbug app you now do this using the curved arrow symbol in the top left of this screen.

Animal with legs

Animal without legs

ALT Key

BACK

The BACK button will sometimes do the same thing, but it is actually working more like the back button on a web browser, so if you got to this part of the key from speedbug …then you'll get bounced back to speedbug rather than stepping up through the key.