The reading asserts that agnostids are a group of marine animals that lived millions of years ago. The agnostid fossils remained in the rocks indicate that agnostid were primitive arthropods-relatives of modern-day insects. There are three theories about how agnostids may have survived. The lecturer, however, finds the idea dubious and casts doubt on the reasons proposed by the reading passage.

Firstly, the reading states that the agnostids may have been free-swimming predators. The author argues that agnostids were small because they were plenty of smaller organisms in the ocean to prey on. Conversely, the lecturer brings up the idea that arthropods had big-developed eyes whereas agnostids had weak eyes and even completely blind. So, it seems to refute the notion that they were hunters. Also, the professor points out they had to have other kinds of sensory as a predator, but there is no evidence of this in the fossil record.

Furthermore, the reading passage holds the view that agnostids may have inhabited on the seafloor, like some primitive arthropods. In there, they would have survived by scavenging dead organisms or by grazing on bacteria. On the contrary, the professor underlines the fact that animals that are seafloor dwellers typically cannot move very fast or very far, and they stay in local areas instead of travel to farther places. However, many agnostids occupied many geographic areas in large distances, indicating that they are able to move fast which is unusual for seafloor dwellers.

Finally, the reading asserts that it is possible that the agnostids may have been a type of parasite, living on and feeding off larger organisms such as fleas, ticks, and mites. In contrast, the speaker dismisses this issue due to the fact that the population of parasites is not very large and should remain within a certain range because they would kill off the host population. But the populations of agnostids were very large and this also rejects the third reason.

**Word Count: 325**

**Time: 100 minutes 😐**