Materials Included

1) a **population** with **genetic variation** (3 phenotypes)

2) a **limited resource** (food)

large food x25   small food x25

3) 2 different **environments**

shallow environment

deep environment

Evenly Distribute 25 Food In Each Environment

(5-6 food in larger holes and 2-3 food in smaller holes)

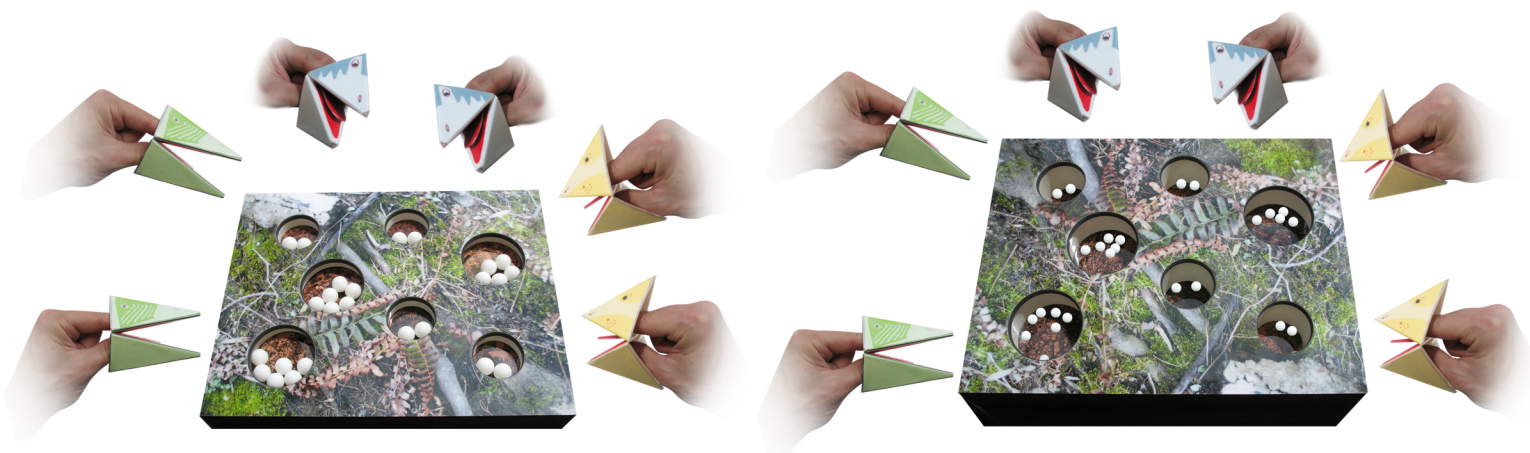large food

goes in

shallow environment
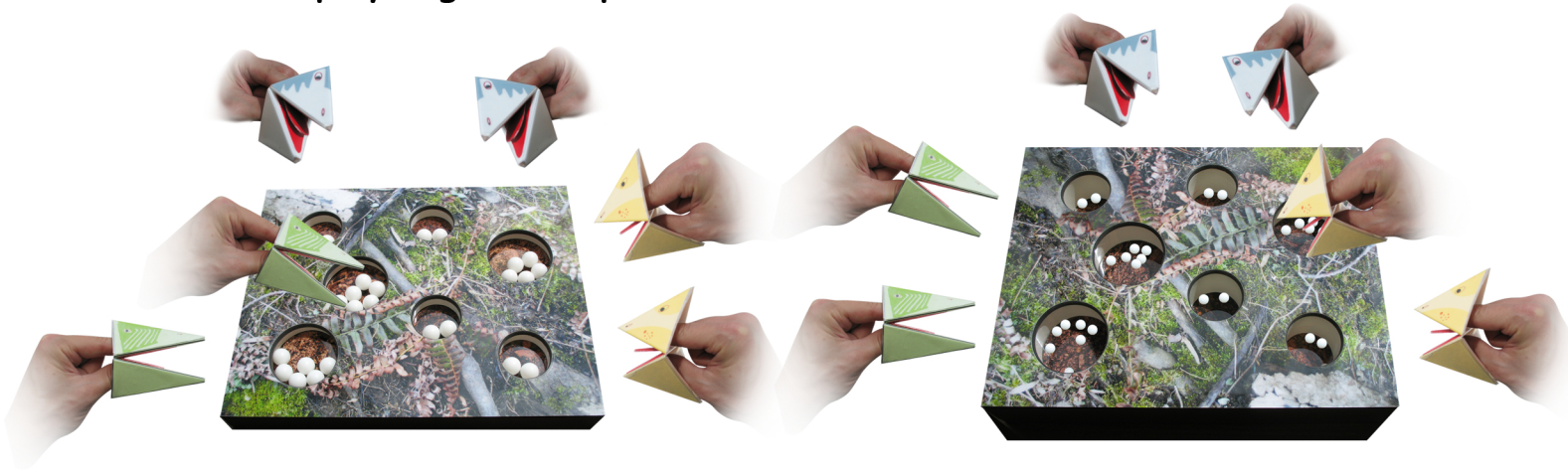

small food

goes in

deep environment

Spawn First Generation

2 of each phenotype at each environment

First Generation Compete!

Take turns competing for food one-at-a-time. Each individual gets two, 10-second turns to gather as much food as possible. Keep track of the amount of food each player gets. Replace the food after each turn.

No Cheating, Please!

You must get the food in your mouth.

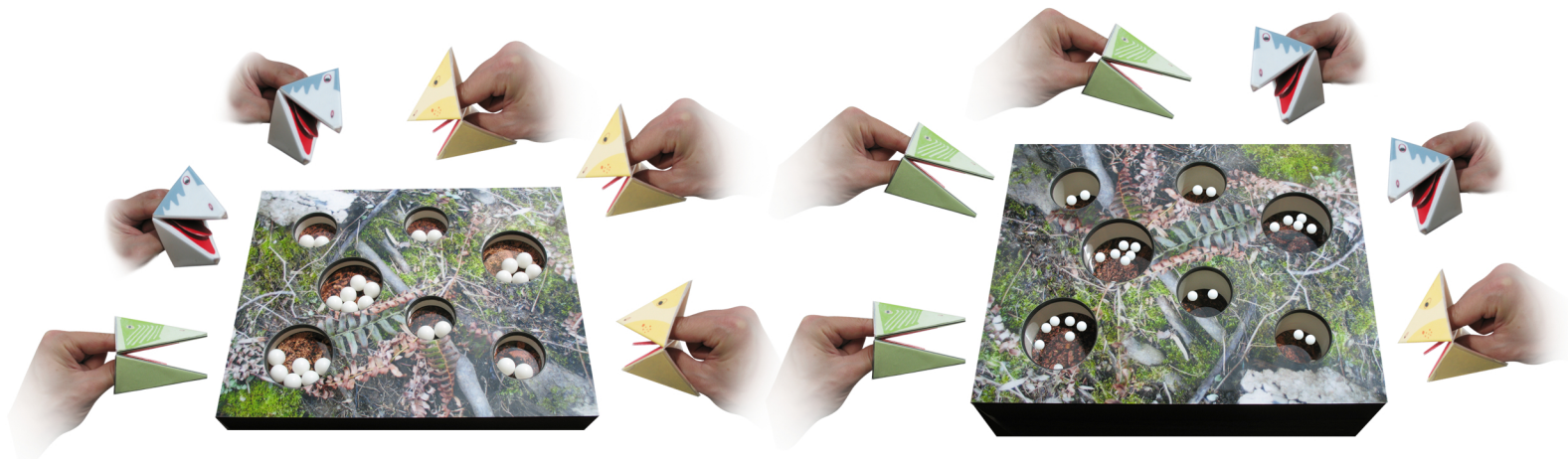"Scooping" does not count. Replace any food that flies out by accident.

Reproduce!

The total amount of food you aquired in both turns determines the number of offspring you can support.

Tally the results for each individual.

0 food	= 0 offspring
1-6 food	= 1 offspring
7-13 food	= 2 offspring
14-20 food	= 3 offspring
21-25 food	= 4 offspring

Spawn Next Generation

Repeat!