### THE SEQUEL: Wormeater Observations

Write down your beak shape and record the number of prey items you caught. **If you survive through out all generations, you will fill only the first row.** If you die, you will turn into the offspring of the wormeater that caught most prey and inherit its beak shape. Record the beak shape you are re-born with and the number of prety caught in the appropriate row.

WHAT IS THE PREY ITEM ON YOUR ISLAND? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Wormeater** | **Generations** | | | | |
| 1 | 2 | 3 | 4 | 5 |
| Beak shape: |  |  |  |  |  |
| Offspring of 1st gen.  Beak shape: |  |  |  |  |  |
| Offspring of 2nd gen.  Beak shape: |  |  |  |  |  |
| Offspring of 3rd gen.  Beak shape: |  |  |  |  |  |
| Offspring of 4th gen.  Beak shape: |  |  |  |  |  |

After playing for five generations, record the number of wormeaters with the specific beak shape remaining on your island. Remember that each table is an island.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Table 2.  **Number remaining on your island** | Forky | Sporky | Spoony | Sporticus | Forktunis |
|  |  |  |  |  |

Record all the wormeaters beak shapes remaining on all the islands. (class data)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Table 3.  **TOTAL**  **Remaining on all islands** | Forky | Sporky | Spoony | Sporticus | Forktunis |
| PREY: |  |  |  |  |  |
| PREY: |  |  |  |  |  |
| PREY: |  |  |  |  |  |
| PREY: |  |  |  |  |  |

### What is going on across these different “islands” (tables) that explains the data?

What is a model statement or two that you could come up with about how new species form that is based on what you saw in this activity? (use the back if necessary)