

**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 prey 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:					

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)

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