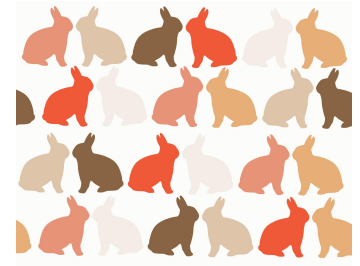


Name: \_\_\_\_\_

Team BIPS Science 7



### Evolution Simulation - RABBITS

Go to

[https://phet.colorado.edu/sims/html/natural-selection/latest/natural-selection\\_en.html](https://phet.colorado.edu/sims/html/natural-selection/latest/natural-selection_en.html)

Select Lab

#### **SIMULATION 1:**

- 1) Add a mate for your rabbit.
- 2) Pick a dominant fur colour of brown.
- 3) Let 3 generations go by, what do you notice about your population?
  
- 4) Add wolves as predators. Let 6 generations go by. How does this affect your population?
  
- 5) Using natural selection, explain the trend you have observed.

#### **SIMULATION 2: START A NEW GAME**

- 1) Add a mate for your rabbit.
- 2) Change the environment to winter by clicking the snowflake.
- 3) Pick a dominant fur colour of brown.
- 4) Let 3 generations go by, what do you notice about your population?
  
- 5) Add wolves as predators. Let 6 generations go by. How does this affect your population?
  
- 6) Using natural selection, explain the trend you have observed.

### **SIMULATION 3: START A NEW GAME**

- 1) Add a mate for your rabbit.
- 2) Pick a dominant trait of floppy ears.
- 3) Let 3 generations go by, what do you notice about your population?
  
- 4) Add wolves as predators. Let 6 generations go by. How does this affect your population?
  
- 5) Using natural selection, explain the trend you have observed.

### **SIMULATION 4: START A NEW GAME**

- 1) Add a mate for your rabbit.
- 2) Pick a dominant trait of long teeth.
- 3) Let 3 generations go by, what do you notice about your population?
  
- 4) Add tough food as predators. Let 6 generations go by. How does this affect your population?
  
- 5) Using natural selection, explain the trend you have observed.

### **SIMULATION 5: START A NEW GAME**

- 1) Add a mate for your rabbit.
- 2) Pick a dominant trait of long teeth.
- 3) Let 3 generations go by, what do you notice about your population?
  
- 4) Add scarce food. Let 6 generations go by. How does this affect your population?
  
  
- 5) Using natural selection, explain the trend you have observed.

### **SIMULATION 6: START A NEW GAME**

- 1) Add a mate for your rabbit.
- 2) Pick all the dominant traits.
- 3) Let 3 generations go by, what do you notice about your population?
  
  
  
  
  
  
  
  
  
  
- 4) Add all the environmental factors. Let 6 generations go by. How does this affect your population?
  
  
  
  
  
  
  
  
  
  
- 5) Using natural selection, explain the trend you have observed.