| Name:  | Date:<br>Section:                                      |
|--|--|
| Natural Selection Isl  | land Simulation Activity                               |
| Island Evolution: Natural Selec                                | ction in Action  |
| Phase 1: ENGAGE (2 minutes)                                    | )  |
| Getting Started: Open peebedu.com and na                       | avigate to Natural Selection Island Simulation         |
| Click 'Introduction' to learn about the simul                  | lation.  |
| The Setup: You'll observe insects migrating be matching color! | between islands. Each colored island favors insects of |
| Quick Prediction:  |  |

If red insects start on a green island, they will:

## Phase 2: EXPLORE (8 minutes)

| Run the Simulation   |
|--|
| Start with default settings. Watch for patterns.                                   |
| Observation 1: Color Matching After 100 frames, which color dominates each island? |
| • Green island:  |

| D 1 | • 1 1   |  |  |  |
|-----|---------|--|--|--|
| Ked | island: |  |  |  |
|     |         |  |  |  |
|     |         |  |  |  |

Observation 2: Black Insects Black insects can survive on both green AND brown islands.

| • Where do most black insects end up? |  |  |  |  |  |  |
|---------------------------------------|--|--|--|--|--|--|
|                                       |  |  |  |  |  |  |
|                                       |  |  |  |  |  |  |
|                                       |  |  |  |  |  |  |

**Experiment: Island Isolation** Reset and change Water Survival to 0.3 (very low).

- Do insects still migrate? YES / NO / RARELY
- $\bullet\,$  Each island's population becomes: MIXED / PURE

**Experiment: Strong Selection** Reset and change Green Island Selection to 10 (very high).

- $\bullet\,$  Non-green insects on green island: SURVIVE / DIE QUICKLY
- Green insects spread: FASTER / SLOWER
- Strong selection makes evolution: FASTER / SLOWER

## Phase 3: EXPLAIN (7 minutes)

| Understanding Evolution  |
|--|
| Natural Selection Pattern: Complete the sequence:                      |
| Environmental pressure $\rightarrow$ survival $\rightarrow$ Population |
| Four Factors of Evolution: Match what you saw to each factor:          |
| • Insects randomly change color =                                      |
|  |
| • Insects move between islands =                                       |
|  |
|  |
|  |

Factors: Natural Selection, Mutation, Migration, Genetic Drift

**Isolation Effects:** When islands are isolated (low water survival):

- Gene flow: INCREASES / DECREASES
- Each population: STAYS SAME / BECOMES UNIQUE
- New species could: FORM / NOT FORM

## Phase 4: ELABORATE (2 minutes)

| Real-World Connections  |
|---|
| Galápagos Finches: Different islands have different food sources (like different colors). Result: |
|   |
| Antibiotic Resistance: If colors were resistance levels and islands were hospitals:               |
| • Migration =   |
|   |
|   |
|   |
|   |
| Climate Change: As habitats change (island colors shift), populations must:                       |

## Phase 5: EVALUATE (1 minute)

| Show Understanding   |
|--|
| Complete the concept map:  |
| Different environments $\to$ Apply $\to$ Favors certain $\to$ Population over time $\to$ Evolution                       |
| Exit Question: Why don't all insects just become black (the generalist)? What's the advantage of being specialized?      |
| ullet –  |
| Think About It: How does this simulation help explain why isolated islands often have unique species found nowhere else? |