Change-Over-Time Player 2 Mouse Generations Data Chart (Tally your results.)			Mouse		Nai	me			Period_
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Listen for a change:				-	of mico the		conmont of brown	a cand dun	00
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	Li	might sten fo	happent or a ch	o a group ange!		at live in an envi			
4. Player 1: Choose 2 Mouse Cards, one from each parent, to represent the sex cells. a) Gene allele B is dominant for Brown hair color, or Brown mice	Li	might sten fo 4. Playe	happent or a ch r1: Choo	o a group ange! se 2 <u>Mou</u> s	se Cards, o	at live in an envii ne from each pa	rent, to represen	t the sex ce	
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5. Choose an event card.

a) A Survival card means the mouse survives (lives).
b) A Disease or a Predator All card means the mouse dies.
c) A Predator Contrast card means the mouse dies if its color contrasts

with the sand dunes. (Only brown mice die if sand dunes are white.)
d) A Mutant Mouse card? Choose a Mutation Card.
e) Paperclip Mutation Card to only 1 of the mouse cards.

6. Record fate of all of the mouse with a tally mark in your itable. (

7. Place the mouse (2 cards = 1 mouse) in the correct pile, Live or Dead.
8. Put the Event Card at the bottom of its pack.
9. Player 2 (or the next player): Starts at #4. Take turns and record all of both of your results.

10. All Cards Used = NEW GENERATION: Move to the next mouse generation in your chart.

11. a) Leave the dead mice in the Dead Mice pile untouched.
12. b) Leave Paper Clipped Mutation Cards CLIPPED TO Mouse Card.

Mix Live Mice cards. Mix Event Cards.
13. Use the piles of mixed Mouse Cards and Event Cards for the next generatons(s).

Over $\rightarrow \rightarrow \rightarrow$

Mark environmental changes with a vertical line. Label.

14. **Graph the populations** of each color mouse.

Mouse	Name		Period
Change-Over	-Time	Player 2	
		*	
Consider:	Chalan		- Evalukian
Natural Selection>	Change	-UVET-ILIME >	Evolution
15. This activity is des or the slow changes, some organis better will survive, hav on to the next gen	<u>evolving o</u> sms do bett ve offs	f traits. When the er, some do and pass thei	e environment Those that do ir genetic t
16.A M <u>utation</u> (unpred noticeable change tha organism to sur and spread slowly thr	t increases Helpf	or de ful mutation(s) st	_ the ability of an art with 1 organism
17.The increased survi Selection.	val, reprod	uction & populati	on is called <u>Natural</u>
18. When Natural Selection or species, it is also constant and go unnoticed	<u>hange-over</u>		
19. If a <u>mutation</u> cause brown spots then that sand and produce brocolors, the spotted mit Change-over—becomes a new species off	mouse mighted ce are the control of	ht live on either u offspring. If, as only survivors, the xample of <u>evolvi</u> v	white or the sand changes en that would be ag. Enough change
20. If the environme offspring to reproduce If the beach (and its were) over time a new	e, then the mice) were	species may becor divided (as the G	ne e Islands