Oh Deer – a population simulation   Name: …………………………….   Date: ……………………….
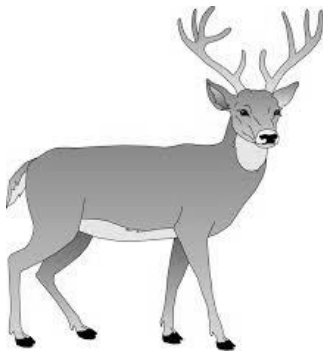
#1. After completing the data charts, create a graph showing the amount of resources, deer and elk over the 30 rounds. Mark deer carrying capacity BEFORE the elk.

#2. What happened to the deer population as more resources became available? As resources became   scarce? (Note: population reactions may show 'lag'. That is, they won't show instantaneous change when a limiting factor changes…some time will pass).

#3. What kind of species interaction(s) do you observe in this simulation? Explain. (use Table 2 in 5.7 to help here).

#4. What was the result of the introduction of the elk? Explain the observed results.

#5. What advantages do invasive species typically have? How did we represent that in this game?

#6. Use the data we collected to predict what the elk population would do in the next 2 rounds. Explain your answer.

#7.   Do all ''intruder species' become invasive problems? Justify your answer.

#8. Elk are truly a problem in this simulation. What could be done to help the indigenous deer species survive?

Criteria	
K&U Able to draw an accurate graph using proper conventions.	Full marks = graph is accurately drawn using all conventions taught in class. **/5**
Inquiry Can interpret / analyze results. **# 1,2,3,4,5**	Full marks = questions correctly answered, no errors with good explanations. **/5**
Application Can apply knowledge to new situation (elk) **# 6,7,8**	Full marks = questions correctly answered, no errors, good explanations and use of previously taught ideas and vocabulary. **/5**