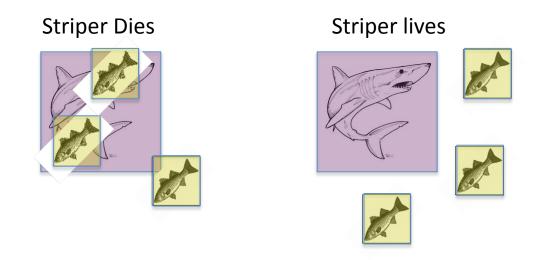
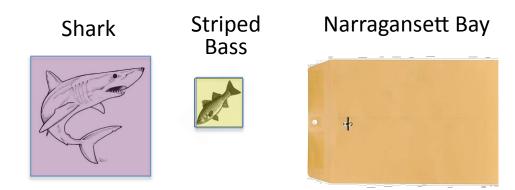


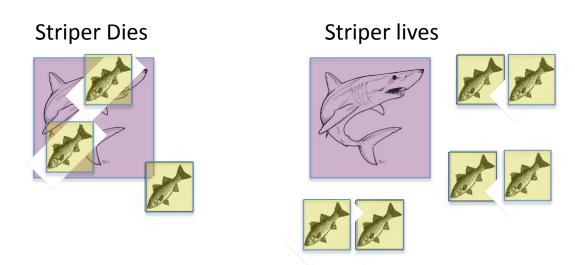
A **Striped Bass** does not survive if it is "eaten" by a **Shark**, which is represented by a **Shark** touching or partially covering that **Striped Bass** after being thrown onto the bay.



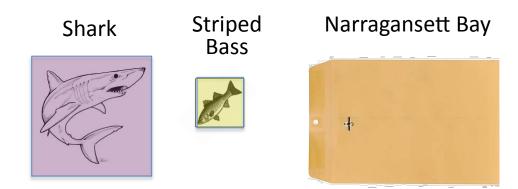


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A **Striped Bass reproduces** (generates a single additional **Striped Bass** in the next round) only if, after the entire population of **Sharks** is thrown onto the bay, it has not been eaten. However, once the **Striped Bass** population reaches a total of 75, no more **Striped Bass** can reproduce.



If no **Striped Bass** are left surviving after a round, three new **Striped Bass** repopulate the bay by migration for the next round.

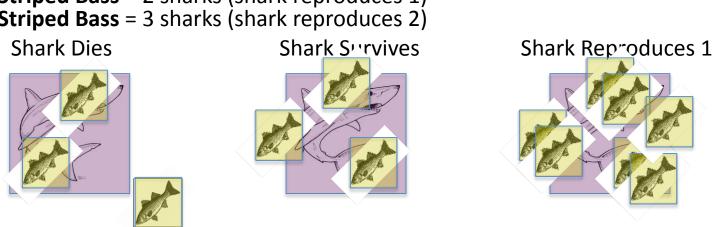


A Shark does not survive if, after being thrown onto the bay, it has eaten (is touching or partially covering) two or less Striped Bass.

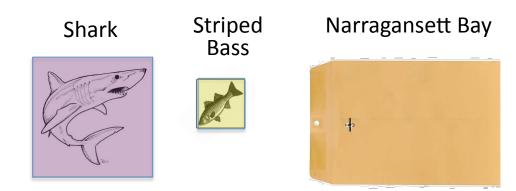
A Sharks reproduces if it eats 3 or more Striped Bass after a single throw into the bay. It generates an additional **Shark** in the next round for every multiple of 3 **Striped Bass** that it is partially covering.

Example:

- < 3 Striped Bass = 0 shark (shark dies)
- 3-5 **Striped Bass** = 1 shark (shark survives)
- > 5 Striped Bass = 2 sharks (shark reproduces 1)
- > 8 Striped Bass = 3 sharks (shark reproduces 2)



If no Sharks survive a round, a single new Shark migrates to the meadow, and attempts to catch **Striped Bass** in the next round.



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If no Sharks survive a round, a single new Shark migrates to the bay, and attempts to catch Striped Bass in the next round.

Roles:

- a) Data Manager
- b) Shark Manager
- c) Striper Manager

1. (Data Manager)

Open the Microsoft Excel workbook "shark striper worksheet.xls".

- count number of stripers (3)
- count number of sharks (1)

2. (Striper Manager)

Randomly (without aiming!) scatter 3 stripers across the bay (envelope).

3. (Shark Manager)

Randomly (without aiming!) drop 1 shark.

4. (Striper Manager)

Remove the shark and all the stripers eaten by the shark.

Leave the live stripers where they are.

5. (Data Manager)

Record the number of sharks surviving.

Count number of sharks to add for next round (survivors + reproducers)

Record the number of stripers remaining in bay (on envelope).

Count number of new stripers to add from striper pool (i.e. same as number surviving).

Roles:

- a) Data Manager
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5. (Data Manager)

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Count number of sharks to add for next round (survivors + reproducers)

Record the number of stripers remaining in bay (on envelope).

Count number of new stripers to add from striper pool (i.e. same as number surviving).

6. (Striper Manager) Now we're on the second round.

Randomly drop the number of new stripers.

Scatter them across the bay with the stripers remaining from the previous round.

7. (Shark Manager)

Randomly drop the new sharks....one shark at a time over various parts of the bay.

After each shark drop, remove and place the eaten stripers on the shark off to the side.

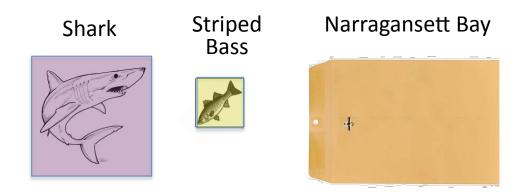
Then drop the next shark, remove and place the eaten stripers on the shark.

Repeat until you have dropped all the new Sharks to Start.

8. Repeat steps 5-7 for 20 total rounds.

You may keep the stripers outside the bay in piles of 5.

This will make it easier to add the quickly multiplying numbers of stripers to add.



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