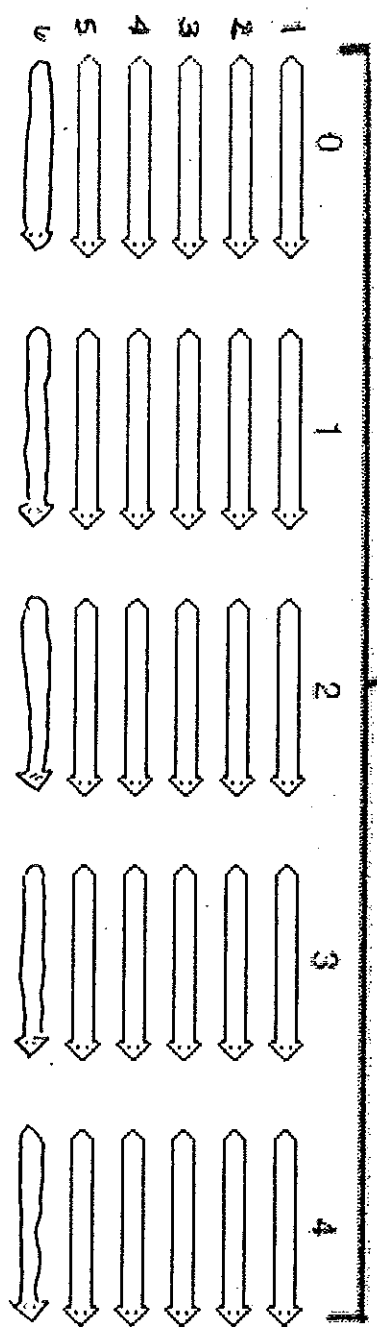


# Genetic Drift Simulation

## The Manual Version

Generations of worms waiting to be colored in and pass on their alleles to the next generation



1. Color the worms in Generation 0 - each a different color
2. "Roll" the die and put a dot next to the corresponding worm
3. Repeat Step 2 until you've chosen N numbers, where N is the number of worms in the population (in this case, N=5)
4. Starting at the bottom, draw a line from each dot to the bottom-most worm in the next generation
5. Color the worms in the next generation the same color as their parents
6. Repeat steps 2-5 until all the worms in a generation are the same color

2. Why did you use a die in this activity?

3. Explain genetic drift using your worms as evidence.

How does your generation 0 worms compare to your generation 4 worms?