



## Simulation Game (chironomid example)

Design a board game which gives the idea of what affects an aquatic fish food in its development.

For example, the beginning of the game (for a Chironomid):

- the female laying the eggs gets eaten before she can lay her eggs
- some eggs don't land in area that allows them to hatch and survive, some do

For example, the middle of the game:

- the larvae lay protected in mud - all is well
- they migrate to a new area - get swept away by current
- they get eaten as they migrate

For example, the end of the game:

- the pupae get eaten as they rise to the surface
- they can't break through the water tension at the surface
- they can't get out of the pupa and die
- they get picked off at the surface by fish or birds
- they survive, mate and lay eggs

