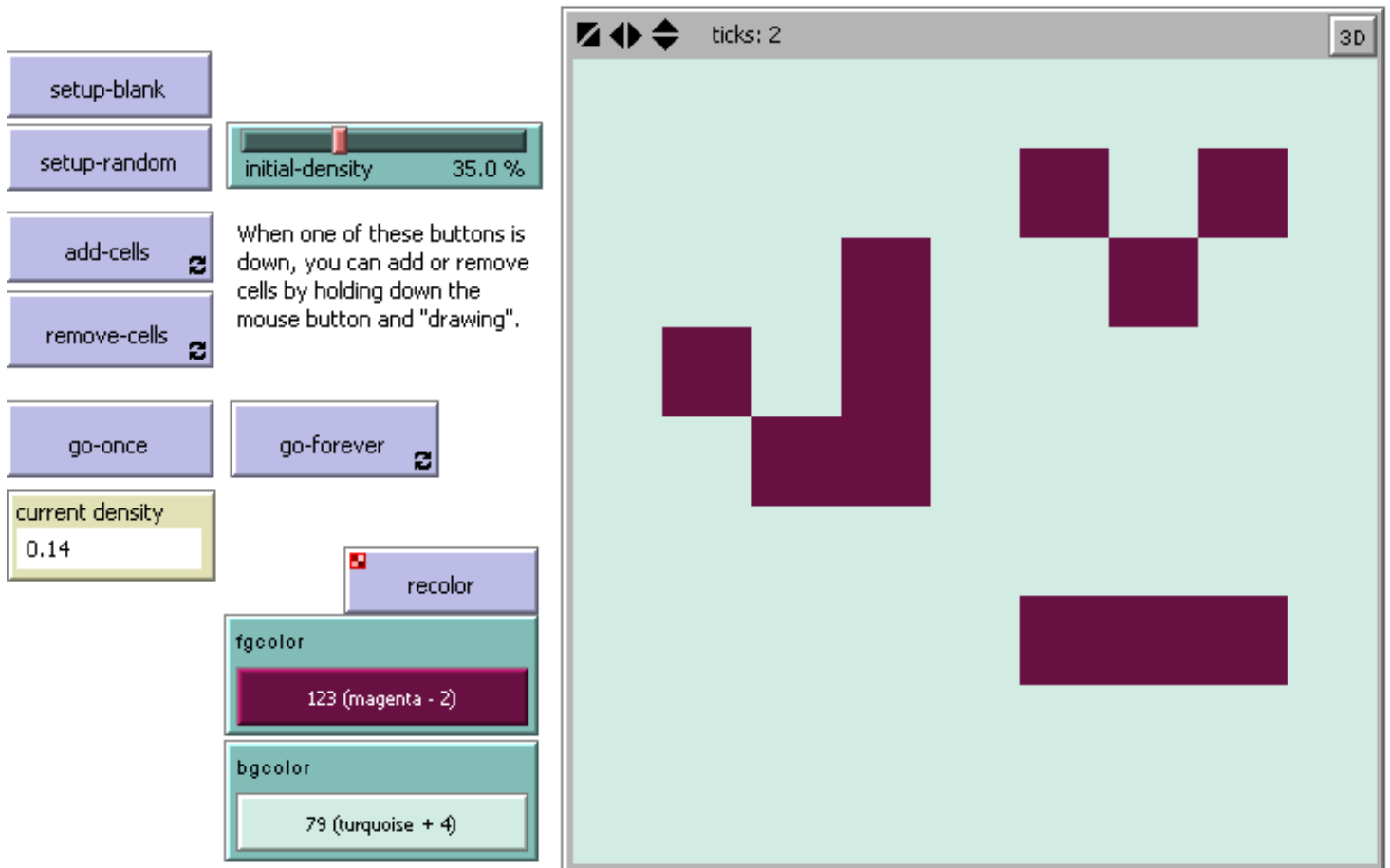


2. This is the GAME OF LIFE simulation model. The shaded cells are ALIVE. The empty cells contain no life.

- Show what the GRID will look like after clicking the **GO-ONCE** button.
- If a cell died that was alive, put an **E** through it. The **E** means the cell di**E**d that was ALIVE.
- If a cell was empty and became alive, then **SHADE IT IN** with your pen or pencil. LIFE was born in an empty cell, so it will now be SHADED.



### LIFE GAME/MODEL RULES:

For a space that is **'populated'**:

- Each cell with one or no neighbors dies, as if by loneliness.
- Each cell with four or more neighbors dies, as if by overpopulation.
- Each cell with two or three neighbors survives.

For a space that is **'empty'** or **'unpopulated'**

- Each cell with three neighbors becomes populated.

