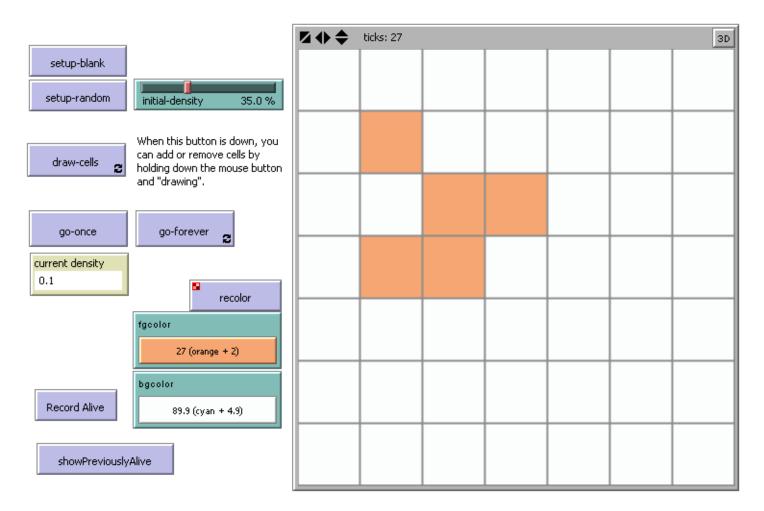
Name

- 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 diEd and is not Empty.
 - If a cell was empty and became alive, then SHADE IT IN with your pen or pencil.



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.

