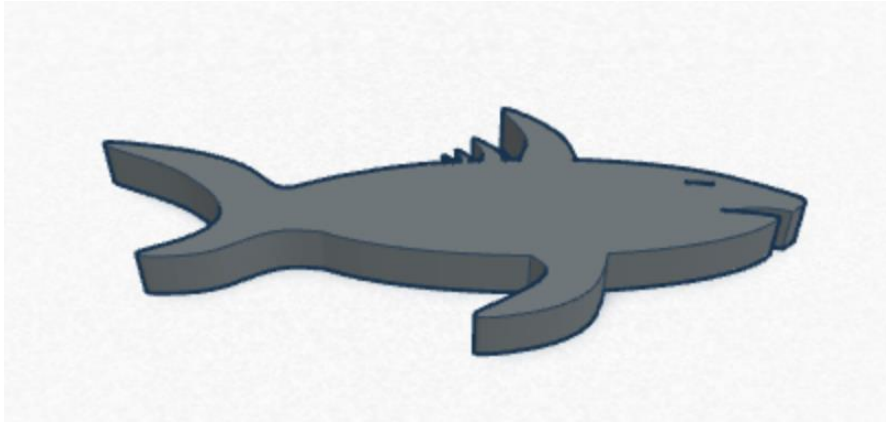


Challenge Guide

The fish model below is a representation of a fish living today in the following environment:

- Clear shallow waters with nearby reef.
- Quick prey that normally travel just above the ocean floor.
- Quick predators that attack from behind.



Fast forward 500,000 years and the environment has gradually changed. The fish lives in an environment with the following characteristics:

- Murky, shallow water with minimal light and no reef.
- Slow, armored prey living just beneath the sand on the ocean floor.
- Slow predators that attack from above.

Your challenge is to design a new fish model with external structures common in the type of environment described above. The model's purpose is to assist you in explaining how particular external structures function in order to help the organism to survive in this environment. Below are your tasks:

Iteration 1

1. Each person in your group brainstorms ideas and draws a diagram (paper and pencil) of the model.
2. Discuss your models with your small group.