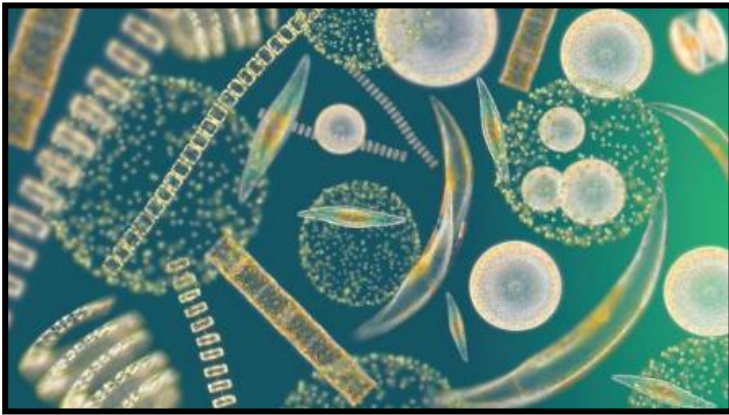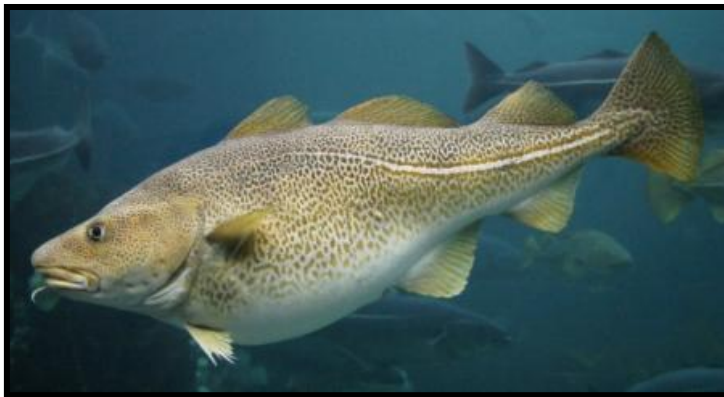# Energy Flow in an Ecosystem

Plankton

Shrimp

Cod Fish

Dolphin

Simulation Rules

- **You must interact with each organism in room**
- **When one organism eats another**
    - **Prey gives 5 beans to the predatory**
    - **Both place 2 beans in the energy loss jar**
- **When no organism eats another**
    - **Both place 2 beans in the energy loss jar**
- **Plankton receives 10 beans from the supply jar after each interaction**
- **Only plankton can interact with the supply jar**
- **If you run out of beans, you are dead and must sit down**