

Oh Deer! (Example Play)

**Oh Deer! Resource Tracking Activity**

It's more fun to use real dice, but if you don't have any: <https://www.random.org/dice/>

**ROUND ONE**

Resource Chosen			
Deer 1	2 (food)	5 (shelter)	Resource 1
Deer 2	6 (shelter)	6 (shelter)	Resource 2
Deer 3	5 (shelter)	2 (food)	Resource 3
Deer 4			Resource 4
Deer 5			Resource 5
Deer 6			Resource 6
Deer 7			Resource 7
Deer 8			Resource 8
Deer 9			Resource 9
Deer 10			Resource 10
Deer 11			Resource 11
Deer 12			Resource 12
Deer 13			Resource 13
Deer 14			Resource 14
Deer 15			Resource 15
Deer 16			Resource 16
Deer 17			Resource 17
Deer 18			Resource 18
Deer 19			Resource 19
Deer 20			Resource 20

**Step 1** is to roll a dice for each of your 20 deer and resources. You can use 2 die and assign 1 dice to the deer and 1 dice to the resources, or simply roll 1 dice twice. You will roll 20 times for the deer and for the resources, recording in columns B and C each time what is rolled and what resource that represents.

- Roll a 1 or a 2: Food**
- Roll a 3 or a 4: Water**
- Roll a 5 or a 6: Shelter**

**ROUND ONE**

Resource Chosen			
Deer 1	2 (food)	5 (shelter)	Resource 1
Deer 2	6 (shelter)	6 (shelter)	Resource 2
Deer 3	5 (shelter)	2 (food)	Resource 3
Deer 4	1 (food)	1 (food)	Resource 4
Deer 5	3 (water)	3 (water)	Resource 5
Deer 6	2 (food)	6 (shelter)	Resource 6
Deer 7	4 (water)	2 (food)	Resource 7
Deer 8	5 (shelter)	6 (shelter)	Resource 8
Deer 9	4 (water)	3 (water)	Resource 9
Deer 10	6 (shelter)	5 (shelter)	Resource 10
Deer 11	1 (food)	2 (food)	Resource 11
Deer 12	5 (shelter)	4 (water)	Resource 12
Deer 13	1 (food)	6 (shelter)	Resource 13
Deer 14	1 (food)	1 (food)	Resource 14
Deer 15	3 (water)	3 (water)	Resource 15
Deer 16	4 (water)	1 (food)	Resource 16
Deer 17	5 (shelter)	5 (shelter)	Resource 17
Deer 18	2 (food)	3 (water)	Resource 18
Deer 19	3 (water)	3 (water)	Resource 19
Deer 20	3 (water)	3 (water)	Resource 20

Here is an example of a filled in chart for Round One

**ROUND ONE**

Resource Chosen			
Deer 1	2 (food)	5 (shelter)	Resource 1
Deer 2	6 (shelter)	6 (shelter)	Resource 2
Deer 3	5 (shelter)	<del>2 (food)</del>	Resource 3
Deer 4	1 (food)	1 (food)	Resource 4
Deer 5	3 (water)	3 (water)	Resource 5
Deer 6	2 (food)	6 (shelter)	Resource 6
Deer 7	4 (water)	2 (food)	Resource 7
Deer 8	5 (shelter)	6 (shelter)	Resource 8
Deer 9	4 (water)	3 (water)	Resource 9
Deer 10	6 (shelter)	5 (shelter)	Resource 10
Deer 11	1 (food)	2 (food)	Resource 11
Deer 12	5 (shelter)	4 (water)	Resource 12
Deer 13	1 (food)	6 (shelter)	Resource 13
Deer 14	1 (food)	1 (food)	Resource 14
Deer 15	3 (water)	3 (water)	Resource 15
Deer 16	4 (water)	1 (food)	Resource 16
Deer 17	5 (shelter)	5 (shelter)	Resource 17
Deer 18	2 (food)	3 (water)	Resource 18
Deer 19	3 (water)	3 (water)	Resource 19
Deer 20	3 (water)	3 (water)	Resource 20

**Step 2**, once you've completed the rolls and all 20 deer and resources have been assigned (food, water, or shelter) is to find all the matches! You can see on the left, I find it helpful to just go down the deer column and highlight each deer with a match and "cross-out" the resource it matched to. (The strike-through button is the funny "S" with a line, next to the Bold and Italicize buttons up there ^^^) On the right is my finished process, and in this example, I found 19 matches. Wow!

**ROUND ONE**

Resource Chosen			
Deer 1	2 (food)	<del>5 (shelter)</del>	Resource 1
Deer 2	6 (shelter)	<del>6 (shelter)</del>	Resource 2
Deer 3	5 (shelter)	<del>2 (food)</del>	Resource 3
Deer 4	1 (food)	<del>1 (food)</del>	Resource 4
Deer 5	3 (water)	<del>3 (water)</del>	Resource 5
Deer 6	2 (food)	<del>6 (shelter)</del>	Resource 6
Deer 7	4 (water)	<del>2 (food)</del>	Resource 7
Deer 8	5 (shelter)	<del>6 (shelter)</del>	Resource 8
Deer 9	4 (water)	<del>3 (water)</del>	Resource 9
Deer 10	6 (shelter)	<del>5 (shelter)</del>	Resource 10
Deer 11	1 (food)	<del>2 (food)</del>	Resource 11
Deer 12	5 (shelter)	<del>4 (water)</del>	Resource 12
Deer 13	1 (food)	<del>6 (shelter)</del>	Resource 13
Deer 14	1 (food)	<del>1 (food)</del>	Resource 14
Deer 15	3 (water)	<del>3 (water)</del>	Resource 15
Deer 16	4 (water)	<del>1 (food)</del>	Resource 16
Deer 17	5 (shelter)	5 (shelter)	Resource 17
Deer 18	2 (food)	<del>3 (water)</del>	Resource 18
Deer 19	3 (water)	<del>3 (water)</del>	Resource 19
Deer 20	3 (water)	<del>3 (water)</del>	Resource 20

**What next?** Getting 19 matches means that out of our original 20 deer, 19 got the resources they needed to survive, and only 1 did not. The 19 deer who found the resources they needed not only survive, but also reproduce, growing the herd. The 1 deer that did not get the resource it needed will die. As its body decomposes, it will become new resources for the forest! #NutrientCycling!

Sooo, in Round Two, we will start with 38 deer (38 comes from 19 x 2: the 19 survivors from round one + each one of their babies they reproduced), and 2 resources (the 1 leftover unused resource from Round One, and the 1 decomposing dead deer).

**ROUND TWO**

**Resource Chosen**

Deer 1			Resource 1
Deer 2			Resource 2
Deer 3			
Deer 4			
Deer 5			
Deer 6			
Deer 7			
Deer 8			
Deer 9			
Deer 10			
Deer 11			
Deer 12			
Deer 13			
Deer 14			
Deer 15			
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Deer 18			
Deer 19			
Deer 20			
Deer 21			
Deer 22			
Deer 23			
Deer 24			
Deer 25			
Deer 26			
Deer 27			
Deer 28			
Deer 29			
Deer 30			
Deer 31			
Deer 32			
Deer 33			
Deer 34			
Deer 35			
Deer 36			
Deer 37			
Deer 38			

Before we start rolling for Round Two, notice how there are far more deer than resources this time around. What do you think that will mean for our deer population? Before scrolling down, make a hypothesis in your nature journal.

**ROUND TWO**

**Resource Chosen**

Deer 1	1 (food)	5 (shelter)	Resource 1
Deer 2	4 (water)	5 (shelter)	Resource 2
Deer 3	3 (water)		
Deer 4	2 (food)		
Deer 5	3 (water)		
Deer 6	4 (water)		
Deer 7	1 (food)		
Deer 8	6 (shelter)		
Deer 9	3 (water)		
Deer 10	5 (shelter)		
Deer 11			
Deer 12			
Deer 13			
Deer 14			
Deer 15			
Deer 16			
Deer 17			

Now that you've made your hypothesis, go ahead and roll and fill-in your data for Round Two Deer and Resources!

**Optional Hint:** To save time and make it easier on yourself, when you have less than ~10 deer or resources, roll the dice to fill the column you have less of first (in this case resources), and then roll the opposite column until matches are filled. This just makes it so you don't spend a lot of time rolling dice for deer that will definitely not get a resource or for resources that will definitely not be chosen.

**ROUND TWO**

**Resource Chosen**

Deer 1	1 (food)	<del>5 (shelter)</del>	Resource 1
Deer 2	4 (water)	<del>5 (shelter)</del>	Resource 2
Deer 3	3 (water)		
Deer 4	2 (food)		
Deer 5	3 (water)		
Deer 6	4 (water)		
Deer 7	1 (food)		
Deer 8	6 (shelter)		
Deer 9	3 (water)		
Deer 10	5 (shelter)		
Deer 11			
Deer 12			
Deer 13			
Deer 14			
Deer 15			
Deer 16			
Deer 17			

Because there were only 2 resources, of course only 2 of the deer could get them and survive. So, with 2 surviving deer in Round Two, we have 36 dead deer. That means going into Round Three we will have 4 deer (2 survivors + their babies) and 36 resources (no leftovers, and 36 decomposing dead deer.)





# Oh Deer! Resource Tracking Activity

It's more fun to use real dice, but if you don't have any: <https://www.random.org/dice/>

## Oh Deer!

Roll 1&2: Food; 3&4: Water; 5&6: Shelter

### ROUND ONE

Resource Chosen

Deer 1	Resource 1
Deer 2	Resource 2
Deer 3	Resource 3
Deer 4	Resource 4
Deer 5	Resource 5
Deer 6	Resource 6
Deer 7	Resource 7
Deer 8	Resource 8
Deer 9	Resource 9
Deer 10	Resource 10
Deer 11	Resource 11
Deer 12	Resource 12
Deer 13	Resource 13
Deer 14	Resource 14
Deer 15	Resource 15
Deer 16	Resource 16
Deer 17	Resource 17
Deer 18	Resource 18
Deer 19	Resource 19
Deer 20	Resource 20

- Step 1. Roll and assign resources (Food, Water, Shelter) to every Deer and Resource
- Step 2. Find matches by highlighting and strike-through. (The strike-through button is the funny "S" with a line, next to the **Bold** and *Italicize* buttons up there ^^)
- Step 3. Count matches: determine number of leftover resources and dead deer, as well as surviving deer (don't forget to multiply (x2) to account for their babies!) to determine starting numbers for the next round
- Step 4. Add your data from each round onto the "Data and Population Graph" tab

### ROUND TWO

Resource Chosen

Deer 1	Resource 1
Deer 2	Resource 2
Deer 3	Resource 3
Deer 4	Resource 4
Deer 5	Resource 5
... ?	... ?

