**Post Questions Answer Key:**

*How did the aggressive strategy affect reproductive success in part A with no fighting costs?*

Exact answers will vary based on what exactly happens in each game, but overall high aggression strategies should produce on average more offspring and low aggression strategies should produce on average the least offspring.

*How did the type of territory affect reproductive success in part A?*

High quality territories give more reproductive success than low quality territories.

*Were all aggressive strategies equally effective at occupying the most favorable environments? Explain your answer.*

Once again answers will vary, but high aggression birds should end in the high quality territories more often and low aggression birds should end up in the floater pool more often.

*How did the benefits of aggression change between the part A and part B? Why?*

Once again this might change slightly each time you play, but in general you should find that high aggression birds still occupy high quality territories more often but the average number of offspring produced for each strategy should be much more similar.

*Animals in the natural world face a trade-off between spending energy defending territories and spending energy raising young. Based on this activity, which strategy do you think is most effective?*

There are many correct answers for this question. Good answers should focus on specific benefits of a given strategy receives (high aggression = good at getting best territories, low aggression = don’t lose any offspring in fights) or balancing the two conflicting demands (medium aggression).