

Draw your creature here!

Category	Result
Body Shape	
Feeding	
Senses	
Defence	
Tetrapod	

Game Instructions

Game 1:

Make sure each student has their 'Evolution' worksheet, a pencil and access to a dice. The game starts with the very first creatures in the sea, looking little more than a floating blob! But what sort of shape is this blob? Each student is to roll their dice to find out what their creature is going to look like. The number on the dice is then assigned to a body part (eg: rolling a 1 or 2 = big teeth, rolling 3 or 4 = small teeth, etc), which your students will then draw on their worksheet. Remember to instruct your pupils to record the results in the table below their drawing- it will be essential for Game 2. There are 5 rounds in Game 1, with each round focusing on the evolution of a different adaption. These adaptations reflect the adaptations of some of the animals that Darwin encountered on his voyage around the world aboard HMS Beagle.

Once you have completed all 5 rounds, you are ready for Game 2. Video 2 is led virtually by our Schools' Officers, through the prerecorded video which can be found on the STEMFest resource page. Please ensure all participating students have completed game one before moving on to the second game.

1. Body Shape	2. Feeding	3. Senses	4. Defence	5. Tetrapod
1 or 2 = Long or thin (like a sausage)	1 or 2 = Beak (like a bird)	1 or 2 = Electroreceptors (to sense electrical signals)	1 or 2 = Releases ink (like an octopus)	1 = Amphibian (4 limbs)
3 or 4 = Short and round (like a potato)	3 or 4 = Sharp teeth	3 or 4 = Big eyes	3 or 4 = Sharp spines	2 = Reptile (4 limbs)
5 or 6 = Cone shaped (like an ice cream cone)	5 or 6 = Sieve-like mouth (like a whale shark)	5 or 6 = Large nose	5 or 6 = Hard shell	3 = Mammal (4 limbs)
				4, 5 or 6 = Fish (stays the same)