

OVERVIEW
BOARD GAMES IN THE CLASSROOM
Science Content Area



ANATOMY FLUXX

Age: 8+

5 to 30 minutes

2 to 6 Players

LOONEY LABS

Andrew Looney

OBJECTIVE: *Players play cards that will change the rules of the game. The cards will have to do with actions, new rules, goals and keeper cards. The game continues until someone meets the condition of the current goal.*

MYP/DP, 21st CENTURY SKILLS

MYP: *Knowing and Understanding, Change, Relationships, Systems, Models, Function, Interactions, Patterns*

21st Century: *Collaboration, Knowledge Construction, and Self-Regulation*

VOCABULARY USED

Appendix, Brain, Blood Vessels, Bone, Esophagus, Gallbladder, Heart, Intestines, Kidneys, Liver, Lungs, Muscles, Nerves, Ovaries, Pancreas, Pituitary, Prostate, Spleen, Stomach, Thyroid, Testes, Urinary Bladder, Uterus, Digestion, Peristalsis, Diaphragm, Menses, Metabolic Rate, Bile, Reproductive system, Respiratory system, Tendon, Nervous system, Circulatory system, Gigantism, Disease, Cancer, Virus, Mutation, Bacteria, Antibiotics, Appendectomy

COMMON CORE SCIENCE STANDARDS

Structure and Function Unit: *Develop and use a model to illustrate the hierarchical organization of interacting systems that provide specific functions within multicellular organisms. Structure and Function, Systems and System Models, Stability and Change.*

NGSS: SEP: *Developing and Using Models. Asking questions and defining problems, Obtaining, evaluating, and communicating information, Analyze and interpret data for patterns: Emphasis is on finding patterns of changes in the level of complexity of anatomical structures. CCC: Structure and Function, Systems and System Models, Stability and Change. DCI: HS-LS1-1, LS1-2, LS1-4, LS1-6, LS1-7 From Molecules to Organisms: Structures and Processes*

