

OVERVIEW

BOARD GAMES IN THE CLASSROOM

Science Content Area



ECOSYSTEM

Age: 10+
15 to 20 minutes
2 to 6 Players

GENIUS GAMES
Matt Simpson

OBJECTIVE: This is a card drafting game in which each player creates a beautifully diverse and thriving ecosystem. Players pick cards from among the available animals and landforms, arranging them into a grid of 20 cards (their "ecosystem"). Each type of card awards points for placing it where it will flourish. Players have many opportunities to earn points as they craft their ecosystems, and will earn additional points for their level of biodiversity. When all the cards have been selected and placed, the player with the highest-scoring ecosystem wins!

VOCABULARY USED

Ecosystem, Biodiversity, Diversity
Terms and concepts implied during
gameplay:
Herbivore, Carnivore, Biotic Factors,
Abiotic Factors, Food Chain, Food
Web

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.

MYP/DP, 21st CENTURY SKILLS

MYP: Knowing and Understanding, Change, Relationships, Systems, Models, Function, Interactions, Patterns. **21st Century:** Collaboration, Knowledge Construction, Self-Regulation, and Skilled Communication.

NGSS: SEP: Developing and Using Models. Asking questions and defining problems, Obtaining, evaluating, and communicating information. **CCC:** Structure and Function, Systems and System Models, Stability and Change. **DCI:** LS2-3: Ecosystems: Interactions, Energy, Dynamics, LS2-6: Ecosystems: Interactions, Energy, Dynamics, LS2-7 Ecosystems: Interactions, Energy, Dynamics, LS2-8: Ecosystems: Interactions, Energy, Dynamics

