

**EVOLUTION:  
THE BEGINNING**

**OVERVIEW**  
**BOARD GAMES IN THE CLASSROOM**  
Science Content Area



**EVOLUTION:  
THE BEGINNING**

Age: 12+  
30 minutes  
2 to 5 Players

**NORTHSTAR GAMES**  
Dominic Crapuchettes,  
Dimitry Knorre, and  
Sergey Machin

**OBJECTIVE:** *Players adapt their species with traits to survive in an ever-changing ecosystem. Food is scarce and carnivores run rampant. Your choices will determine the fate of the world's species: which will survive, which will thrive, and which will disappear from the planet forever.*

**VOCABULARY USED**

*Evolution, Fertile, Natural Selection, Adaptation, Trait, Species, Extinction, Herbivore, Carnivore, DNA, Population, Scavenger, Starvation*

**COMMON CORE SCIENCE STANDARDS**

*Interdependent Relationships in Ecosystems Unit: Interdependent Relationships in Ecosystems, Social Interactions and Group Behavior, Adaptation, Cause and Effect, Stability and Change. Natural Selection and Evolution Unit: Construct an explanation based on evidence that the process of evolution primarily results from four factors: (1) the potential for a species to increase in number, (2) the heritable genetic variation of individuals in a species due to mutation and sexual reproduction, (3) competition for limited resources, and (4) the proliferation of those organisms that are better able to survive and reproduce in the environment. Natural selection, adaptation, cause and effect, scientific knowledge assumes and order in natural systems.*

**MYP/DP, 21<sup>st</sup> CENTURY SKILLS**

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

**NGSS: SEP:** *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: Systems and system models, Structure and function, Stability and change, Unity and diversity. DCI: Life Science, Engineering, Technology, and Application of Science, Biological evolution.*

