














## POSSIBLE USES OF NATURE FLUXX FOR YOUR LEARNING ENVIRONMENT

-  Opening activity to begin the study of ecosystems and ecology – *student groups or stations*
-  Introduction to a unit or topic (ecosystems and ecology) – *student groups or stations*
-  Use as a tool to get a sense of student prior knowledge of unit or topic (ecosystems and ecology) – *student groups or stations*
-  Use for reinforcement during a unit or topic (ecosystems and ecology) – *student groups or stations*
-  Use for review to a summative assessment (ecosystems and ecology) – *student groups or stations*
-  Use as a formative assessment (ecosystems and ecology) – *student groups or stations*
-  Use as reward upon completing tasks, activities, or assessments (ecosystems and ecology) – *student groups or stations*
-  Use it to demonstrate basic information about ecosystems and ecology
-  Use to demonstrate a summary of ecosystems and ecology

## STUDENT GROUPS AND STATIONS

*These can be used with the above suggestions.*

## MATERIALS

-  Copies of the game depending on class size. Each game plays up to 6 players. *If you decided to run the game in only one station, you will only need 1 copy of the game for that particular station.*
-  Let It Roll Sheet (Google docs/word, Microsoft Form, Google Form) – *Included with every game purchase from Board Gaming with Education*
-  Vocabulary Matrix – *Included with game purchase*
-  Comprehension Guide – *Included with game purchase*

## OVERVIEW

This game is learned best through play. It uses the simple and familiar game mechanic of “draw one and play one.” Rules change throughout the game, however, the game does a great job of leading players into these new rules. This game works great as a station activity where students move from one station to another. For example, you may have one station with a video and comprehension questions, another with a discussion, and one of the stations can be the game.

The game is simple enough to teach, play and learn all in one class period. However, you can do this over several class periods if necessary. We suggest breaking it into smaller parts of game play to help students learn the game. This could be used to show students concepts from ecology and ecosystems. The next day(s) you can play the game with them. Students can play the game as intended or with modifications.