

Name: _____

Date: _____ Block: _____

Reproduction Board Game Project (Science 9)

Living things have many different strategies for reproduction. Each strategy is unique and is well-suited for that species' continuity in its ecosystem.



Your board game must include the following topics. Textbook references have been listed but you are welcome to include other sources of information if you cite them.

- A. Basic understanding of asexual and sexual reproduction (p.10)
- B. Pros and cons of asexual and sexual reproduction (Topic 1.4)
- C. Asexual reproduction strategies (binary fission, budding, spores, vegetative propagation) (Topic 1.2: Concepts 1, 3, 4, 5)
 - Include enough information so that someone can play your game and learn the basics of each strategy.
 - Examples of species that use asexual reproduction strategies.
- D. Sexual reproduction strategies (internal fertilization, external fertilization) (Powerpoint and Topic 1.3)
 - Include enough information so that someone can play your game and learn the basics of each strategy.
 - Examples of species that use sexual reproduction strategies.

Your board game will be evaluated anonymously by your peers and teacher using the following criteria after they have played your game.

CONTENT	Strongly Agree	Agree	Disagree	Strongly Disagree	N/A
The game explains sexual and asexual reproduction and the differences between them.					
The game includes the pros and cons of sexual and asexual reproduction in a meaningful way.					
The game helps me understand the different reproduction strategies: binary fission, budding, spores, vegetative propagation, internal fertilization, external fertilization.					
The game included varied examples of species using sexual and asexual reproduction strategies.					
ENTERTAINMENT VALUE	Strongly Agree	Agree	Disagree	Strongly Disagree	N/A
I had fun. I wanted to keep playing. I would play this game with my friends or family.					
I understood the game. The instructions and rules were clear.*					
CONSTRUCTION QUALITY	Strongly Agree	Agree	Disagree	Strongly Disagree	N/A
The game was well-constructed. The quality of materials was good. There was evidence of good effort and attention to detail.					

*Just because a game is complicated does not mean it should lose points here. Groups with complex rules: creating a video playthrough may help others understand your game.

Games that might inspire your board game:

- Pandemic. Risk.
 - Different factions are at war with each other and battle each other with dice. You gain or lose members according to the rules. You aim to dominate the world.
- Pokemon (card game)
 - Different creatures have various battle stats. They battle according to rules you determine.
- Game of Life
 - A game based around story-telling. As you play through the board, various events happen to you that affect how much money you have.
- Sushi Go!
 - Collect points in this turn-based card game. Different strategy types (e.g. pudding is long-term, some require partners, some are stand-alone).
- Exploding Kittens
 - Take turns drawing cards and avoiding the exploding kitten card.
- Monopoly
- Trivial Pursuit, Pictionary, Taboo*

*These would require a bit of thought to make them complex enough to get a good mark, but is possible.