

Monster Mix & Match

Overview: Students, in small groups of 3-4 students, will create monsters from heads, bodies, and limbs. Then they will take their monsters to each of the five biomes, flip the biome card, and roll the die to see which monsters rule each biome.



Prep:

1. Materials: 1 die per table and the printed copies listed below
2. Print and cut out: a Monster Reference Card and a full set of 15 monster body parts per group (5 heads, 5 bodies, 5 limbs). You can follow the dashed lines to make cutting easier. Print and cut apart one Scoring Grid per student. **(Optional)** Print and cut out one set of Student Task Cards for each group.
3. Set up at least five biome tables, each with a biome card (face down) and a die. You can make multiple tables of the same biome if you have a large class with more than five groups. Decide how long each group should stay at a table, how you will show or tell them how long they have, and the signal for groups to switch tables.
4. Decide if there will be a winner per team, or if you will compare scores for the whole class. You can use a bracket system – put pairs of groups into brackets and then compare the winners' scores until one group emerges victorious.

The activity:

1. Distribute a set of monster cutouts and a reference card per group and a scoring grid per student.
2. Each student will assemble a monster using one head, one body, and one set of limbs. If two students in a group want the same piece, they will need to flip a coin or use some other randomizing method.
3. **(Optional)** Groups can self-assign roles or you can assign each student in the group a specific role to ensure smooth gameplay and group cooperation. Hand out cards and explain each role's responsibilities before beginning the game.
4. Explain the movement between the biome tables and the signal to move.
5. Explain that at the tables, there will be three rounds of rolling the die for head, limb, and body scores based on advantages or disadvantages of their monster body parts in that biome.
6. Groups will calculate their total scores for each biome and record them. The class will determine group or individual winners based on the scores.

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Follow-up Suggestions:

After the students complete the activity, you can lead them in a discussion or activity about adaptation, genetics, biomes, or problem solving.

Adaptation discussion:

Choose a biome and see which monsters were most successful in that biome. What features made them more successful? Why would those features be helpful in that biome? How could having helpful features affect the odds that an organism reproduces and has offspring that also have helpful features?

Genetics activity:

Choose features to be the result of dominant and recessive genes. Using example monsters that students have made that have those features, choose two monsters to be parents and make Punnett squares to represent the genetic combinations possible for each trait if they were to produce offspring.

Biomes activity:

Use the five biomes as a starting point for research: what makes each one unique? Where are they located on Earth? What other biomes are there?

Problem solving activity:

Your monsters' natural habitats have been temporarily damaged by natural disasters, and you need to create artificial habitats for the monsters to stay in until their natural homes can recover. Work together with a partner to design living spaces that keep each of your monsters comfortable.

Scoring Grid				
Biome 1: _____	Head Survival Score: _____	Body Survival Score: _____	Limb Survival Score: _____	Win or Lose Biome?
Biome 2: _____	Head Survival Score: _____	Body Survival Score: _____	Limb Survival Score: _____	Win or Lose Biome?
Biome 3: _____	Head Survival Score: _____	Body Survival Score: _____	Limb Survival Score: _____	Win or Lose Biome?
Biome 4: _____	Head Survival Score: _____	Body Survival Score: _____	Limb Survival Score: _____	Win or Lose Biome?
Biome 5: _____	Head Survival Score: _____	Body Survival Score: _____	Limb Survival Score: _____	Win or Lose Biome?



Scoring Grid				
Biome 1: _____	Head Survival Score: _____	Body Survival Score: _____	Limb Survival Score: _____	Win or Lose Biome?
Biome 2: _____	Head Survival Score: _____	Body Survival Score: _____	Limb Survival Score: _____	Win or Lose Biome?
Biome 3: _____	Head Survival Score: _____	Body Survival Score: _____	Limb Survival Score: _____	Win or Lose Biome?
Biome 4: _____	Head Survival Score: _____	Body Survival Score: _____	Limb Survival Score: _____	Win or Lose Biome?
Biome 5: _____	Head Survival Score: _____	Body Survival Score: _____	Limb Survival Score: _____	Win or Lose Biome?

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Student Instructions:

1. Assemble Your Monster:

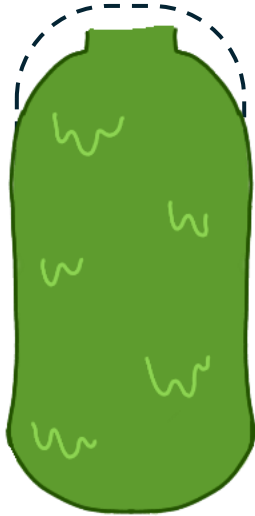
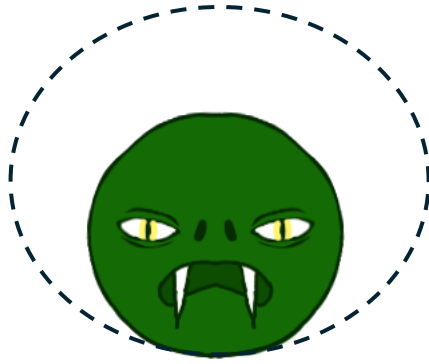
- Create your monster by choosing **one head, one body, and one set of limbs** from the cutouts. Each group member should create their own monster. If two people want the same cutout, flip a coin to decide who gets it.

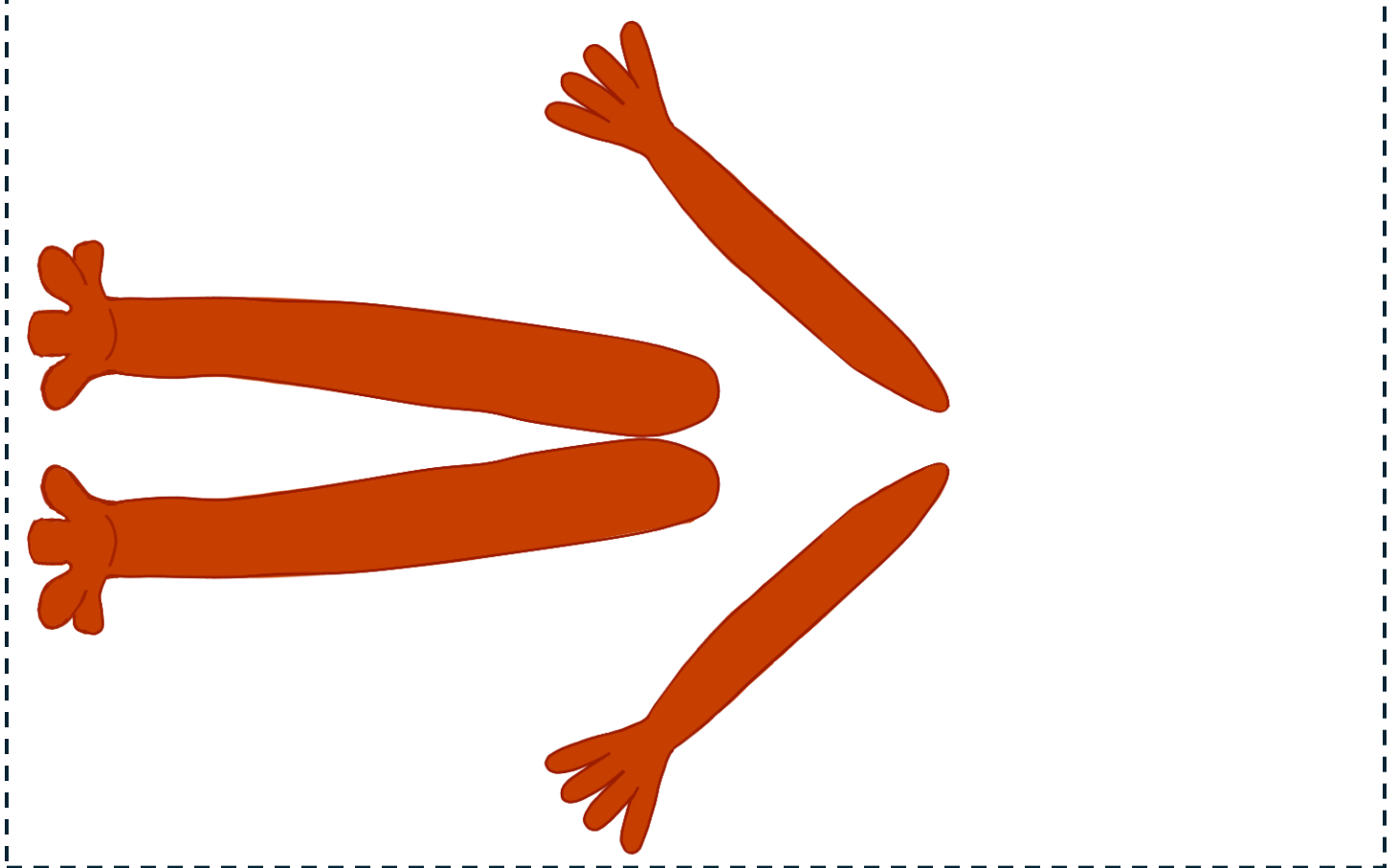
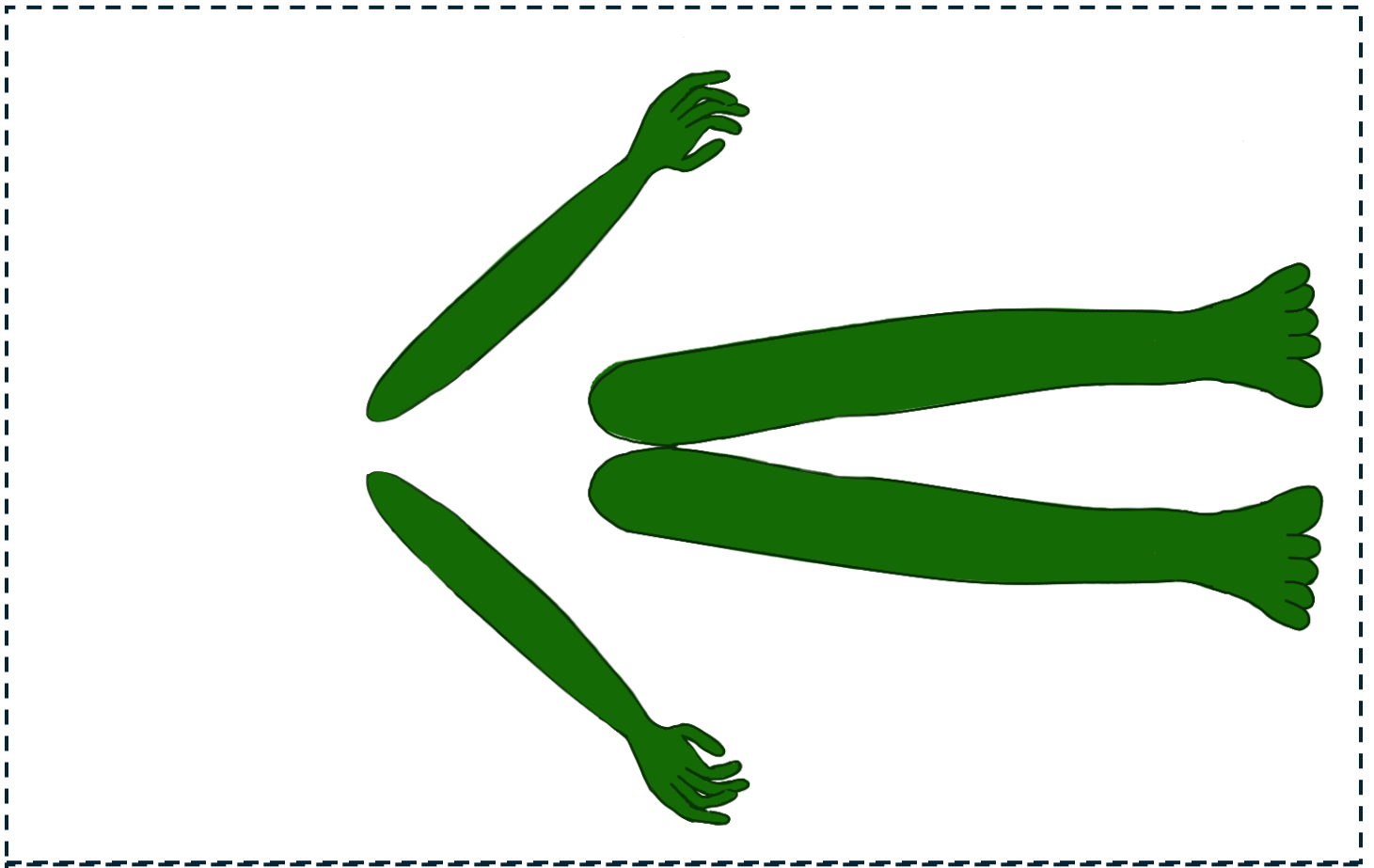
2. Go to a Biome Table:

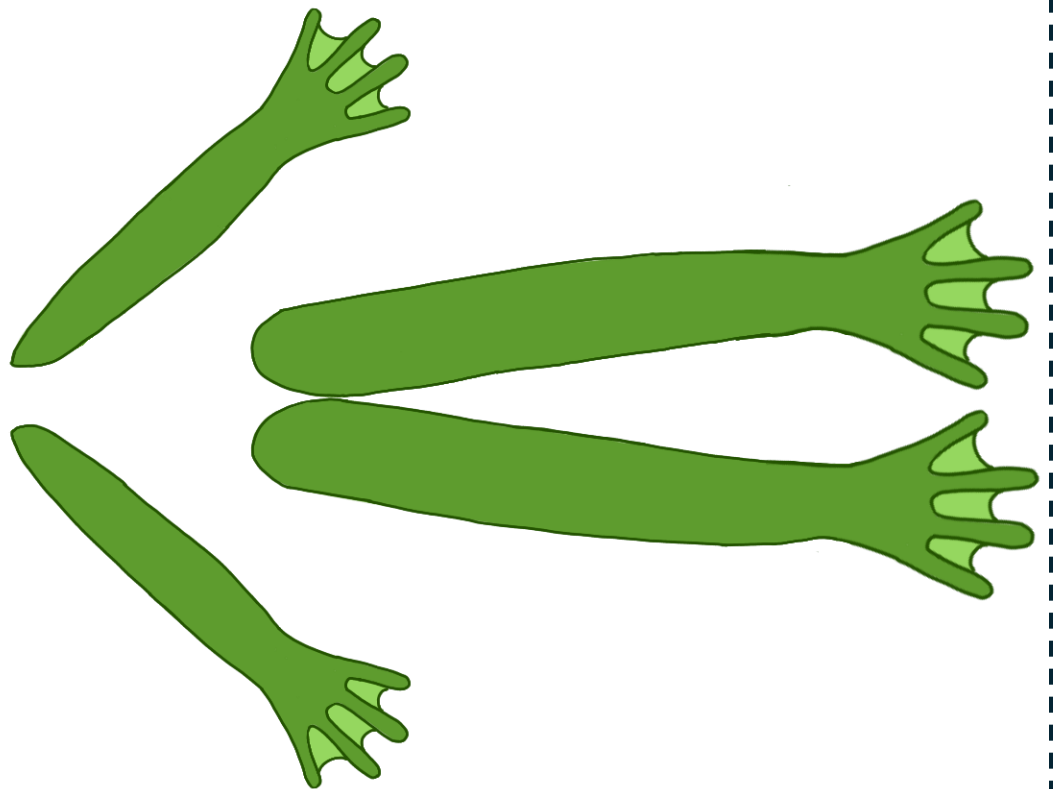
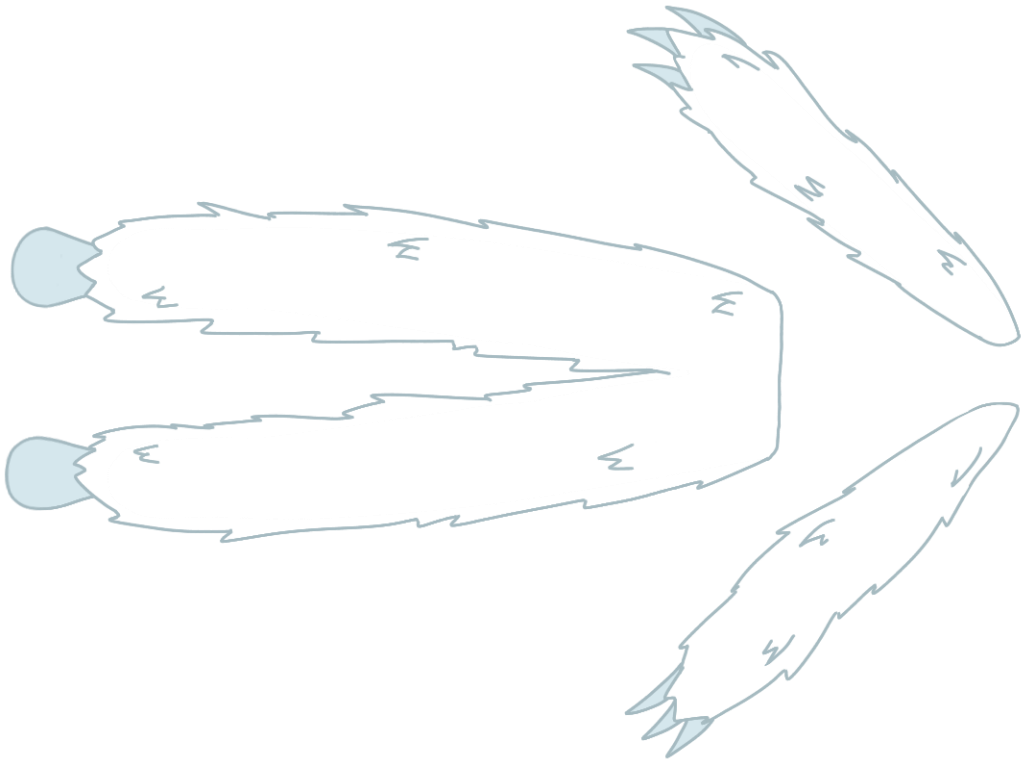
- When your teacher says to start, your team will take your monsters to any of the five **biome tables**. Choose one not already occupied by another group.
- Flip over the **biome card** to see the biome. A team member will read the biome's effects to the rest of the team.

3. Roll for Scores:

- The group will pass and roll the die for **three rounds**—one round for a **head survival score**, one round for a **body survival score**, and one round for a **limb survival score**.
- After each of your rolls, check the biome card for any **advantages** (add to your roll) or **disadvantages** (subtract from your roll).
- For each body piece, record your score on your **scoring grid**.
- When you have completed three rounds of rolling, add up your total score for that biome.
- Compare your scores to your teammates to see who rules this biome!
- Flip the biome card back over before you leave. Your teacher will tell you when you move to a new biome.







Rule Keeper: Ensures everyone is following the rules and applying biome advantages/disadvantages correctly.

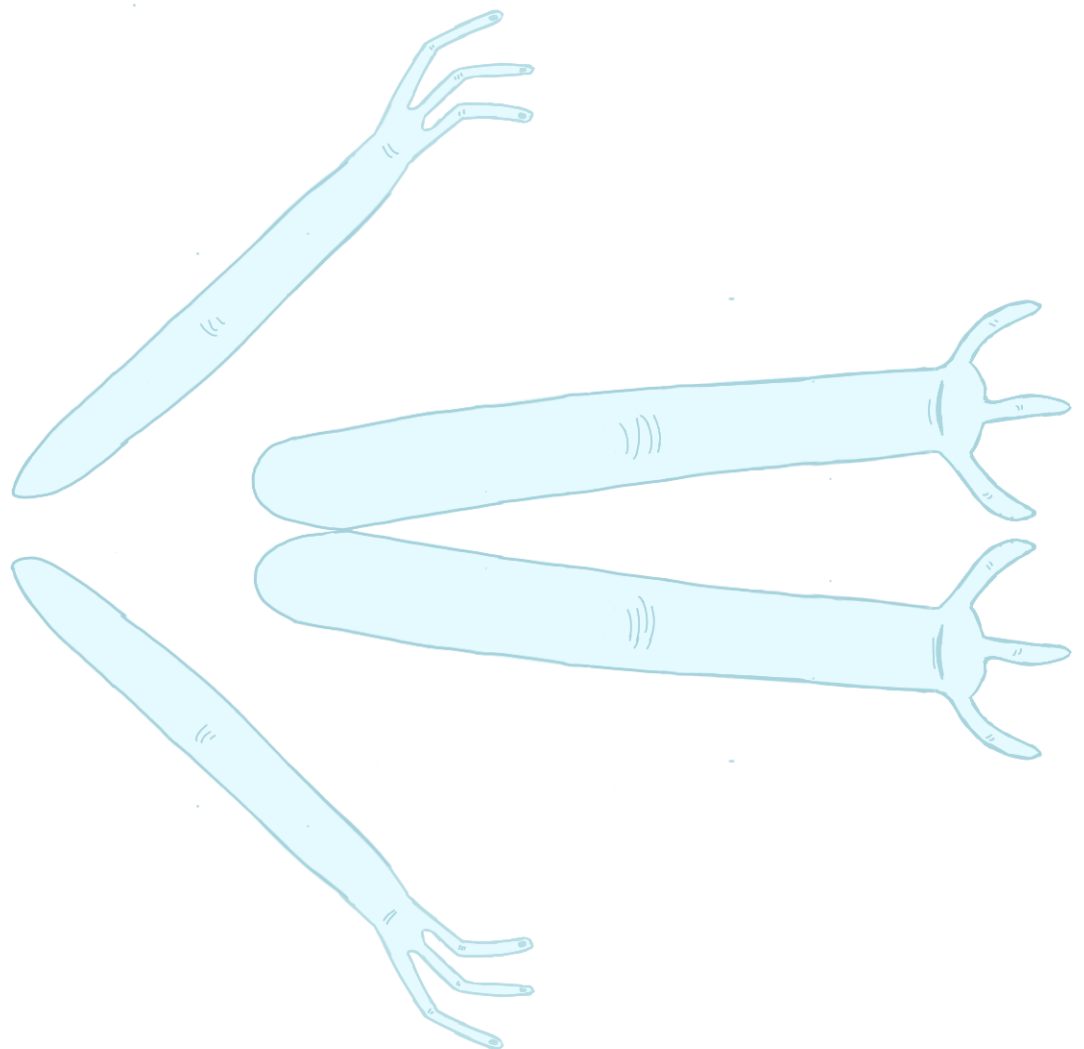
Score Keeper: Helps with or checks each member's calculations to make sure the scores are accurate.

Volume Monitor: Checks the group's noise level to maintain a respectful and productive environment.

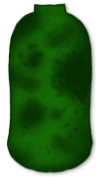
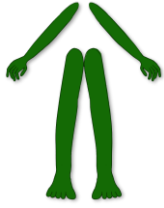
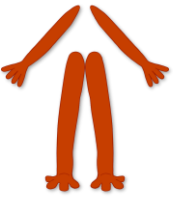
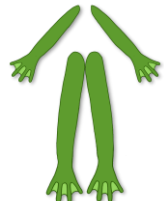
Biome Specialist: Responsible for flipping the biome card and reading the biome's effects to the group.

Teacher Liaison: Communicates with the teacher if the group has any questions or issues.

Time Manager: Keeps the group on track and ensures they are following moving quickly enough to finish on time.

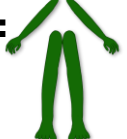
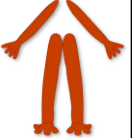
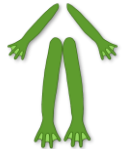


Monster Reference Card

Head	Body	Limb
illuminating eyes: 	fur: 	long claws: 
sensitive eyes: 	glowing patches: 	flexible joints: 
venomous bite: 	green camouflage: 	opposable thumbs: 
thick eyelids: 	scales: 	wide footpads: 
gills: 	wet, slippery skin: 	webbed feet: 

Taiga



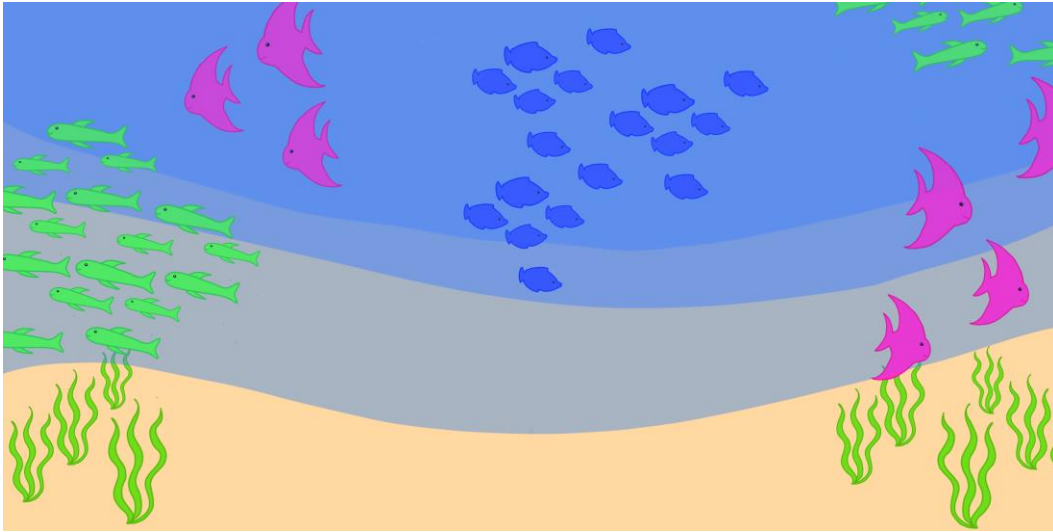
Head Survival	Body Survival	Limb Survival
illuminating eyes: roll + 2 	fur: roll + 4 	long claws: roll + 2 
sensitive eyes: roll - 1 	glowing patches: roll - 2 	flexible joints: roll + 0 
venomous bite: roll + 2 	green camouflage: roll - 3 	opposable thumbs: roll + 2 
thick eyelids: roll + 1 	scales: roll - 3 	wide footpads: roll + 2 
gills: roll + 0 	wet, slippery skin: roll - 2 	webbed feet: roll + 0 

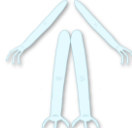
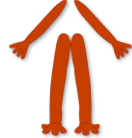
Desert



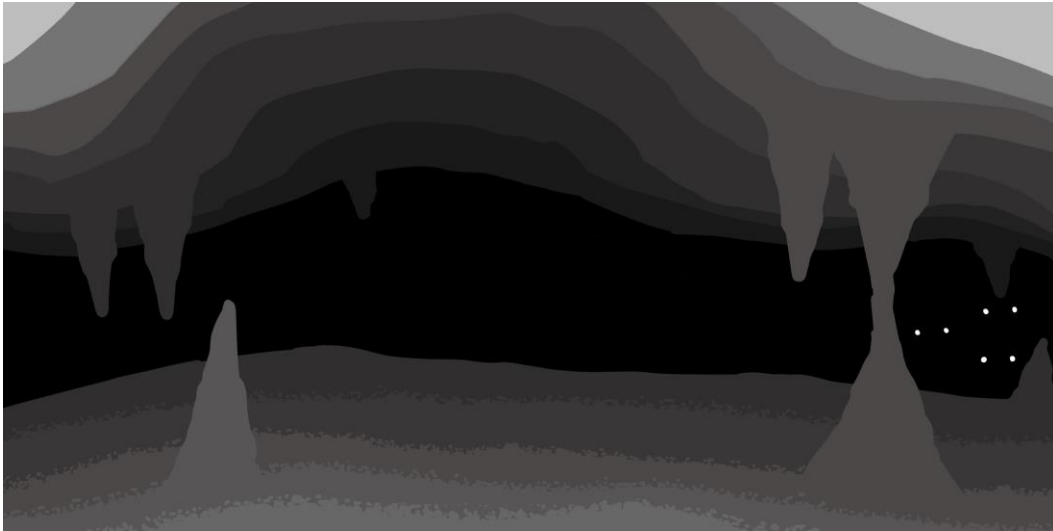
Head Survival	Body Survival	Limb Survival
illuminating eyes: roll + 2 	fur: roll - 3 	long claws: roll + 2 
sensitive eyes: roll - 1 	glowing patches: roll - 1 	flexible joints: roll + 0 
venomous bite: roll + 2 	green camouflage: roll - 2 	opposable thumbs: roll + 2 
thick eyelids: roll + 3 	scales: roll + 3 	wide footpads: roll + 3 
gills: roll - 4 	wet, slippery skin: roll - 3 	webbed feet: roll - 3 

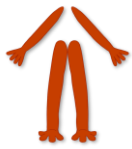
Marine



Head Survival	Body Survival	Limb Survival
illuminating eyes: roll + 3 	fur: roll + 0 	long claws: roll + 2 
sensitive eyes: roll - 3 	glowing patches: roll + 2 	flexible joints: roll + 1 
venomous bite: roll + 2 	green camouflage: roll + 1 	opposable thumbs: roll + 1 
thick eyelids: roll + 1 	scales: roll + 3 	wide footpads: roll - 2 
gills: roll + 5 	wet, slippery skin: roll + 3 	webbed feet: roll + 3 

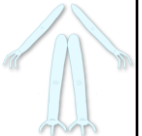
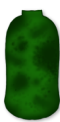
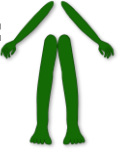
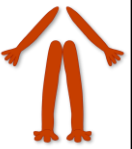
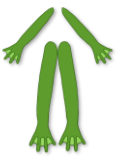
Temperate Forest (Cave)



Head Survival	Body Survival	Limb Survival
illuminating eyes: roll + 3 	fur: roll + 1 	long claws: roll + 2 
sensitive eyes: roll + 3 	glowing patches: roll + 3 	flexible joints: roll + 2 
venomous bite: roll + 2 	green camouflage: roll + 0 	opposable thumbs: roll + 2 
thick eyelids: roll + 0 	scales: roll + 1 	wide footpads: roll + 0 
gills: roll + 0 	wet, slippery skin: roll + 2 	webbed feet: roll + 0 

Rainforest

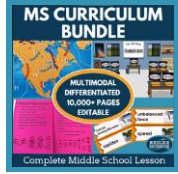


Head Survival	Body Survival	Limb Survival
illuminating eyes: roll + 2 	fur: roll - 2 	long claws: roll + 2 
sensitive eyes: roll + 1 	glowing patches: roll - 1 	flexible joints: roll + 0 
venomous bite: roll + 2 	green camouflage: roll + 3 	opposable thumbs: roll + 2 
thick eyelids: roll + 1 	scales: roll + 1 	wide footpads: roll + 1 
gills: roll + 0 	wet, slippery skin: roll + 2 	webbed feet: roll + 0 

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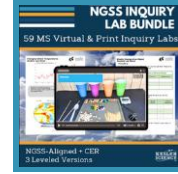
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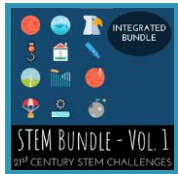
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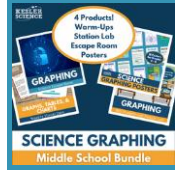
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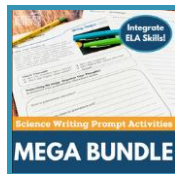
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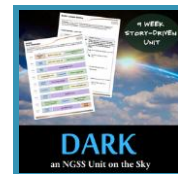
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