EAIE

Esports as Accelerator for Social Inclusive Education

LESSON EVOLUTION

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EVOLUTION

In this excercise the students will use their creativity to learn about natural selection and adaption.

Subject and level
Biology - can be ajusted to both basic and higher levels.

Connection to curriculum
The excercise requires a basic understanding of the principle of natural selection and how animals adapt to their environment.

Didactic and pedagogic considerations
There is a risk of students just going for the funny solution to this excercise, so teachers must monitor their progress to ensure a minimum of biological reasoningen in the choices made by the students.

Time estimate
1 hour for the basic level, 2 hours if applying the extra level.

Group size
Individual for the basic level, groups of 3-4 for the extra level

Overall introduction to exercise
The students will use the Spore Creature Creator to create their own creature. They must consider how the chosen traits will help the creature adapt to a given ecosystem. You can either let them choose their own ecosystem or make them do it for a specific ecosystem.
When applying the extra level, the students must compare creatures with similar traits and discuss which would be best adapted for the ecosystem.
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EVOLUTION

Exercise as presented to the students

- Download the Spore Creature Creator (https://www.spore.com/trial)
- Make your own creature while considering the following points
  - Which advantages or disadvantages will the different traits provide in your given ecosystem?
  - Where does your creature fit into the food web? Will it need specific traits for that?

Extra level

- Present your creature to the rest of the class
- Find someone who has made creatures with similar traits and discuss which of them are best adapted to the different kinds of ecosystems
- Could the coexist or would they compete for the same ecological niche?

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