

Game Set Contents

The Crazy Traits game is designed for exploration into heredity and adaption. Students use genotypes of parent creatures to beget offspring creatures. They can then play games with their creatures that help them understand about adaptation and natural selection. This sheet shows the different elements in the Crazy Traits game set.

Parts Checklist

The following items are provided with the Crazy Traits game:

- creature parts (see detailed list below)
- tin cup
- green coins (3) (t-t, T-T, T-t)
- blue coins (3) (t-t, T-T, T-t)
- red coin (X-X)
- black coin (X-Y)
- die
- deck of environment cards (32 two-sided)



Creature Parts

The following parts can be used in building your creature:

- | | | | | |
|---------------|-------------------|------------------|----------------------|----------------------|
| • body | • foot - webbed | • eyebrow (2) | • paw (2) | • antenna - short |
| • head | • foot - talon | • antenna knob | • ear - mouse (2) | • antenna - long |
| • base | • tail - short | • antenna star | • ear - elephant (2) | • eyes - red |
| • leg - short | • tail - long | • beak - trumpet | • skin - red | • eyes - green |
| • leg - long | • arm - short (2) | • beak - crusher | • skin - purple | • eyes - stop-and-go |
| • wings | • arm - long (2) | • claw (2) | • skin - blue | |



For detailed instructions on games and investigations, consult your CPO Science *Focus on Life Science Text*.