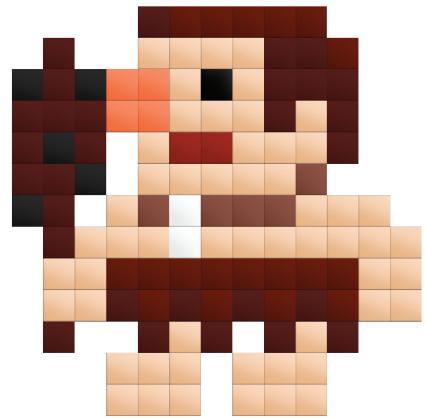


BLOXELS CLASSROOM ACTIVITY 6

EVIDENCE FOR EVOLUTION CHALLENGE



Lesson Description:

Students use Bloxels video games to learn about evidence used in the theory of evolution through changes to life forms over time.

Grade Levels: 6-8

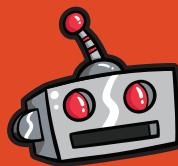
Timeline: Three or four 40-minute class periods



CONTENT AREAS



Science



Technology

Objectives:

- **SWBAT:** grasp the concept of evolution; use Bloxels video games to teach how there is evidence in evolution through changes to life forms over time.

Academic Standards:

- **NGSS** (Science): MS-LS4-1, SP2, SP7, SP8, XC-P-MS-4
- **ISTE** (Technology): 1c, 1d, 2b, 3a, 4c, 5c, 6a, 6d, 7c

Technology Resources & Materials:

- Tablets
- Bloxels Boards & Cubes
- Bloxels Builder App
- Storyboards
- Bloxels planning paper

ACTIVITY:

- Students will discuss how video game systems have evolved over time (Nintendo, XBox, Sega, Playstation).
- We will then discuss real-life science examples of how similar evolution has occurred: growth rings in fossil trees/shells, the contents of fossil nests, layers in the rocks, features that are shared by more than one species, extinction of fossil species, etc.
- Students will then work in groups to infer what these facts (and more) help us determine about evolution.
- Students should then use Bloxels storyboards and/or planning paper to figure out how they will use the art assets and story cubes in Bloxels to teach these facts.
 - ~ Students should use “Boards” and “Animations” to represent the evolution evidence their main character will discover.
 - ~ Then, students should use the “Story Blocks” to help teach the player of their game what each of these items signify.
- Once ready, students will begin using the Bloxels gameboards, cubes, and the Bloxels Builder app to create their fossil evidence world through an interactive game experience.
 - ~ Note: Designating the following roles to group members may be helpful: “character developer,” “level designer,” and “level decorator” (these can rotate).
- Sample game assets:
 - ~ Students can make an “Animation” showing the different layers of rock (sedimentary, metamorphic, igneous, etc.)
 - ~ A “Story Block” on the same board can help the player understand an inference made based on rock layering.
 - ~ Further challenge can be added using story block questions; “answers” can be given by directing players where to go in the game (up is “correct,” and down is “incorrect”).