



Create a creature

The idea of this game is to use your imagination to create an animal (or plant) with certain characteristics.

Each player picks one card from each category. They must then attempt to design and name an organism who with all the necessary adaptations to survive.

Players should draw their creature and annotate the diagram to show how some of the adaptations they have designed would benefit the animal and meet its needs.

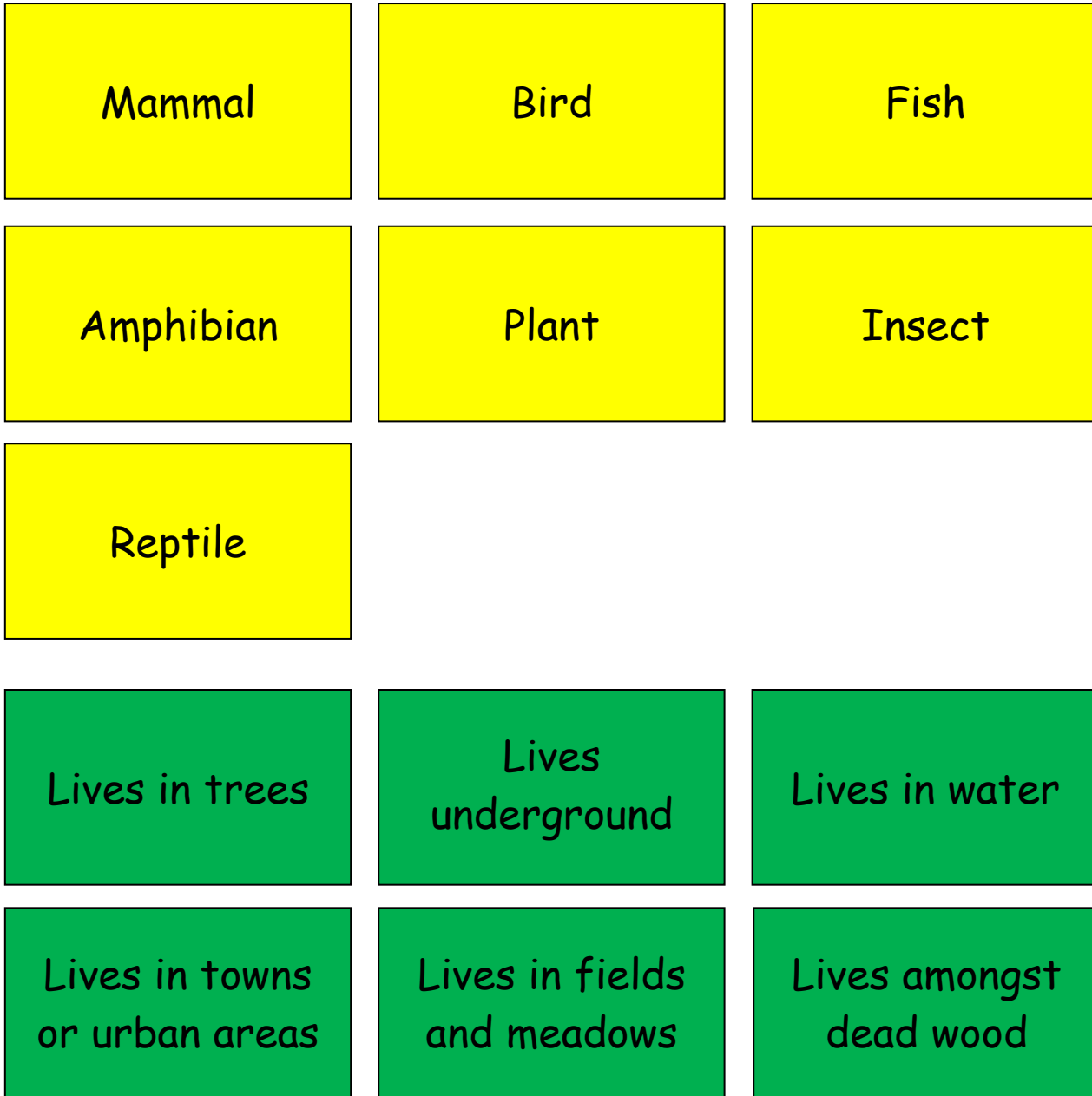
Some combinations of cards will naturally make sense or remind the user of a creature that already exists. In this case, discourage the player from drawing the real animal; they should try to incorporate all the criteria into a new imaginary animal.

Others combinations will lead to weird and wonderful animals that will require a lot more thought to design, for example, a fish that runs quickly, lives in meadows and makes its own food.

Categories

- Type of animal - choose from: mammal, bird, fish, insect, amphibian, reptile, plant
- Where does it live? - choose from: underground, in trees, in towns, amongst dead wood, in water, in fields and meadows
- How does it move? - choose from: swims, runs quickly, jumps, flies, only moves slowly, cannot move
- What does it eat? - choose from: eats insects, flowers, dead wood, dead animals, live animals, makes own food
- Other special features - choose from: poisonous, only comes out at night, has gills, very smelly, good at climbing, lots of animals like to eat it

You can use as many or as few of the cards from each category, depending on the players knowledge.



It swims

It flies

It can only
move slowly

It runs quickly

It does not
move

It can jump
high

Eats insects

Eats flowers

Eats dead wood

Eats dead
animals (it is a
scavenger)

It catches and
eats other
animals

It makes its
own food

It has gills to
breathe under
water

It only comes
out at night

Lots of animals
like to eat this
creature

It is good at
climbing

It is poisonous

It is very
smelly