

Monster Science Genetics

Welcome to the Land of Monsters

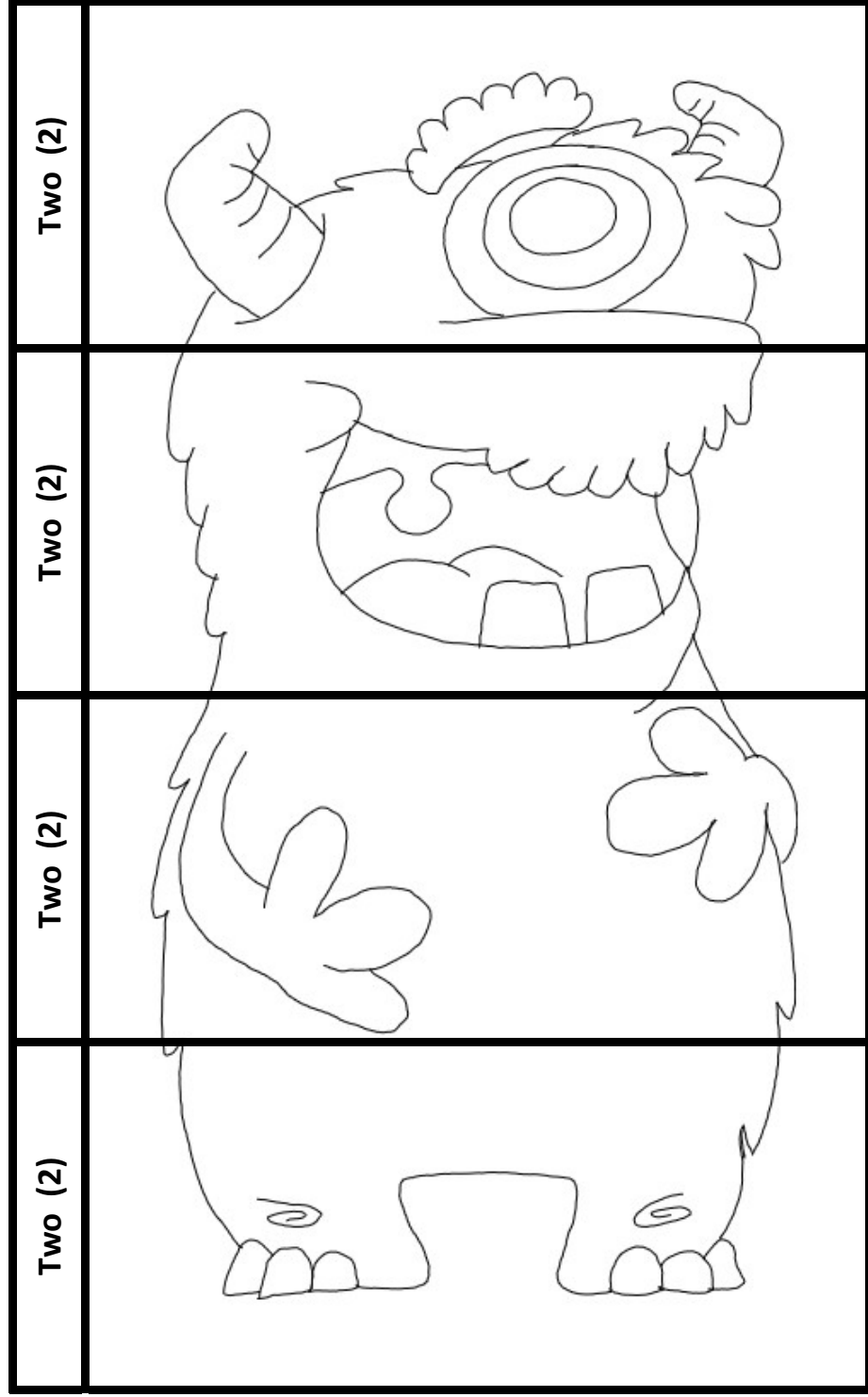
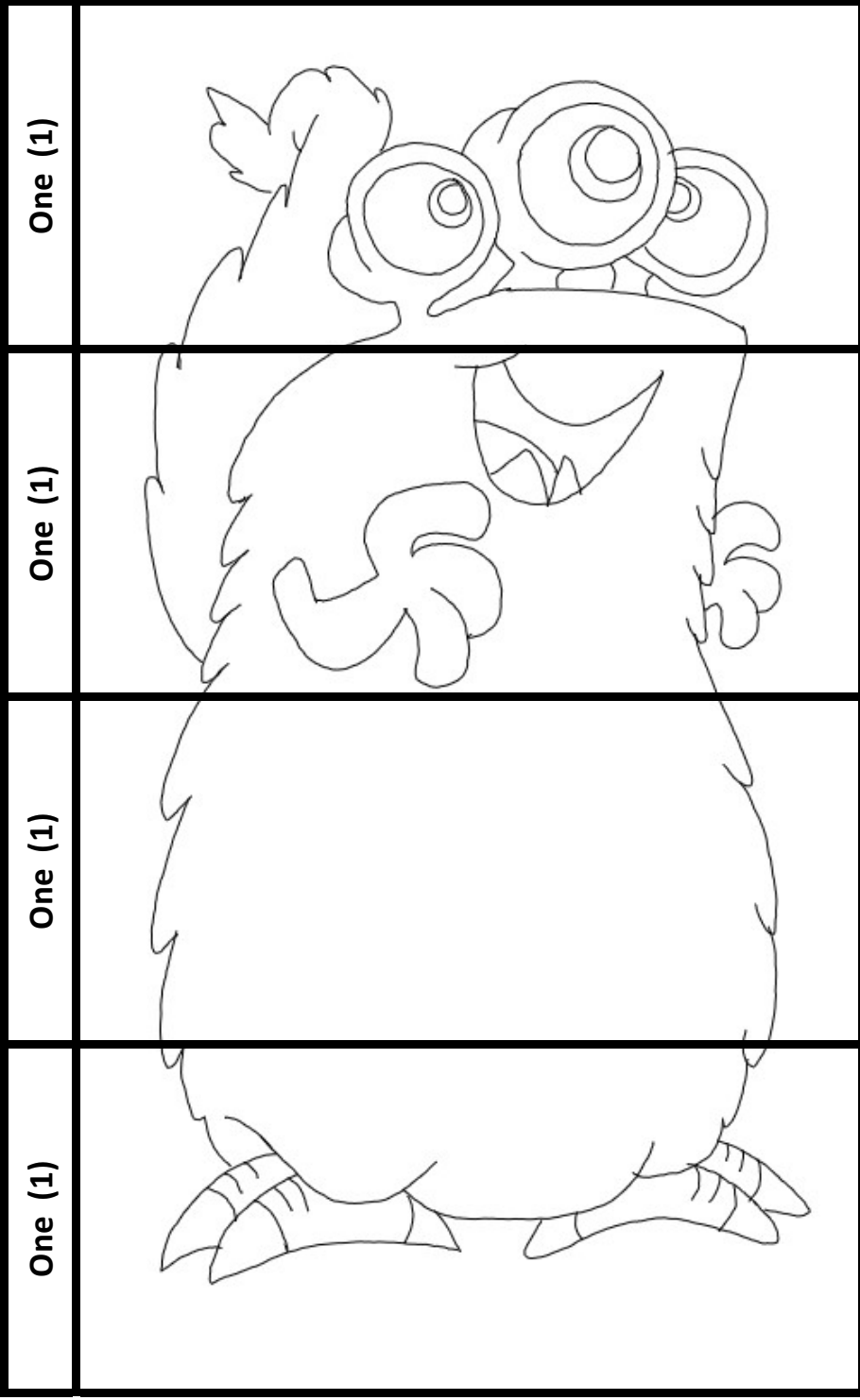
Roll the dice to decide which monster you use. You will start with a whole monster, using all 4 body parts. Then we'll read through the Land of the Monsters storyline to decide if your monster will survive the environmental changes and reproduce or die out.

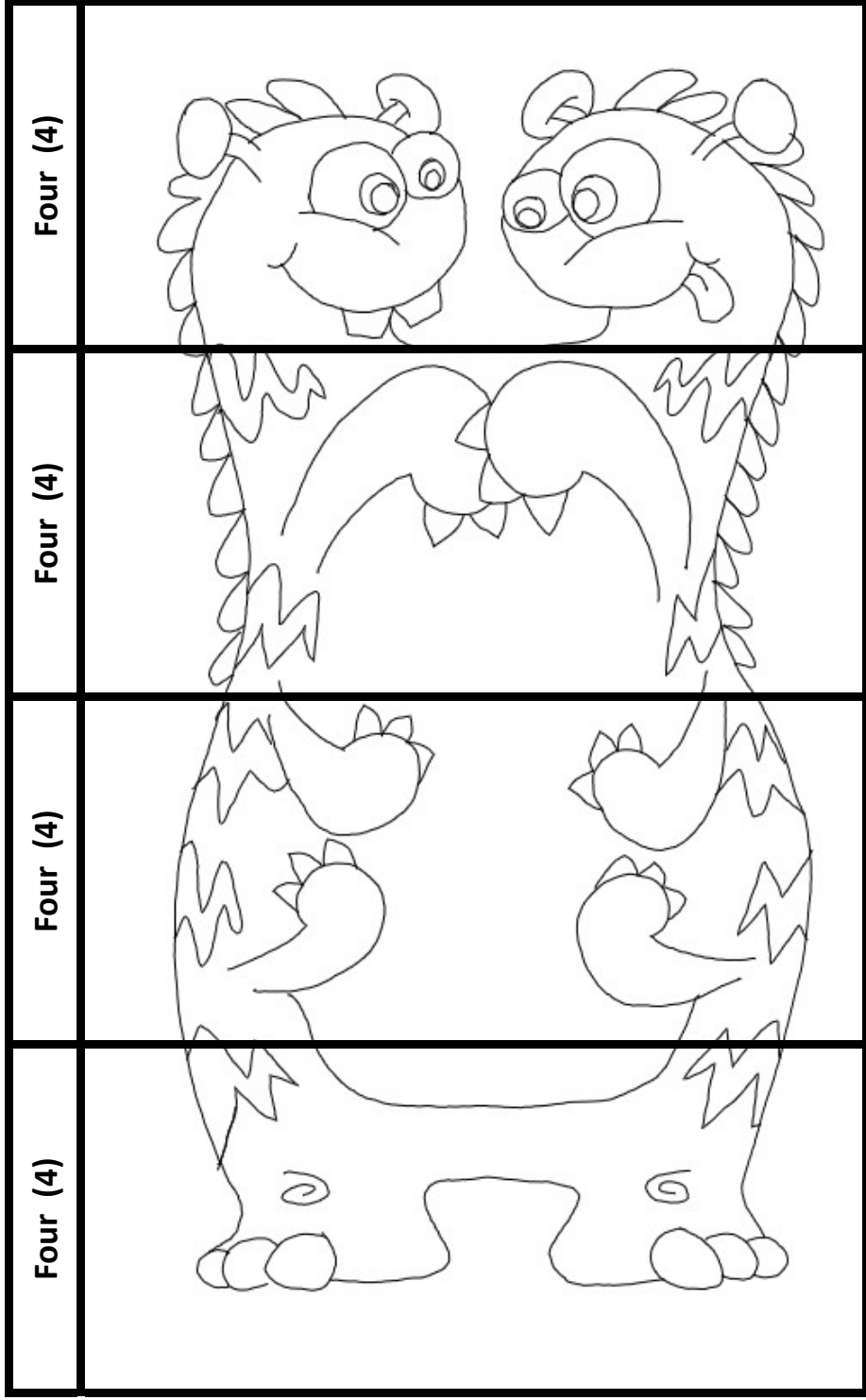
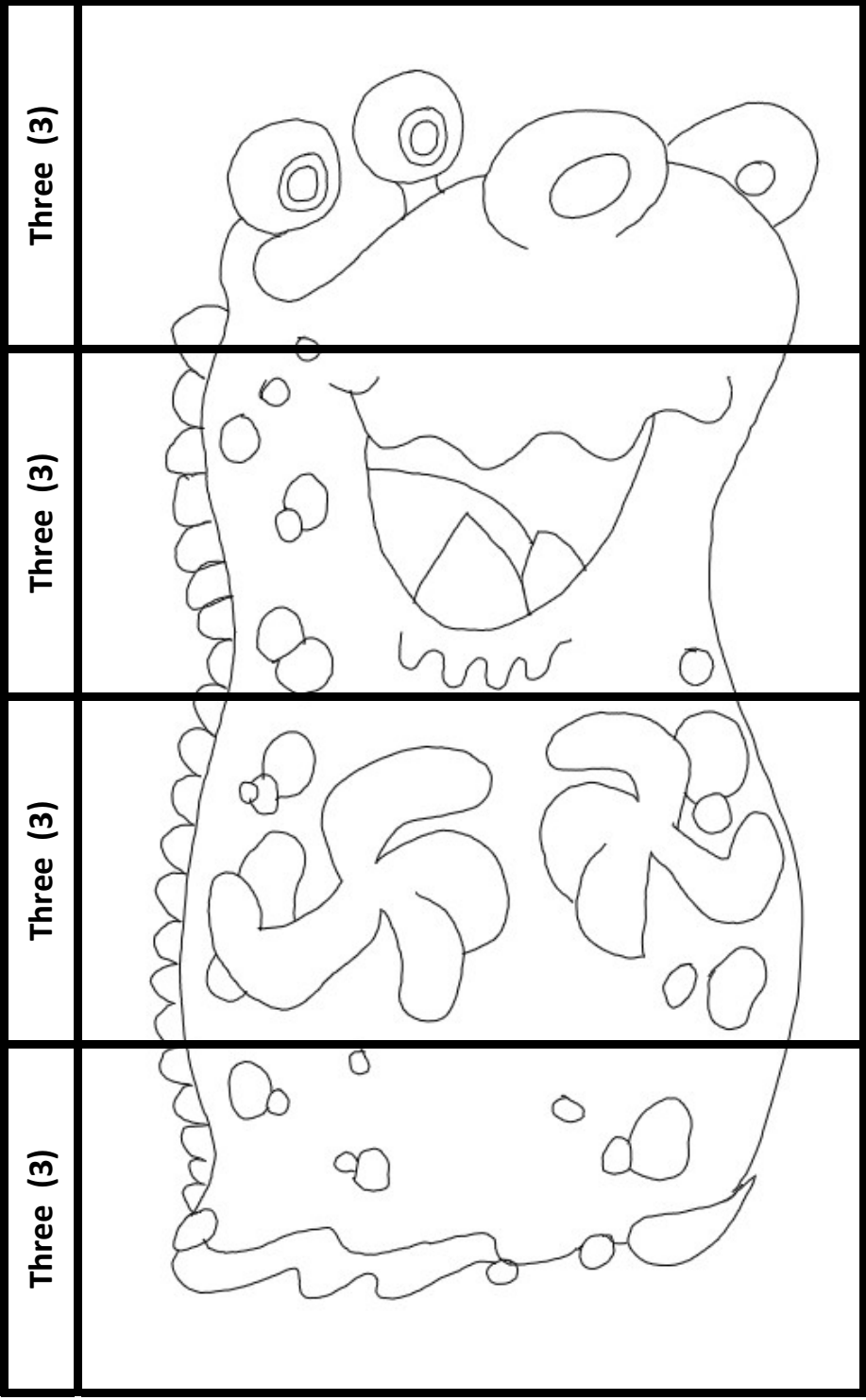
With each new generation of monsters, $\frac{1}{2}$ of your monster will change as it mates with another monster to make a new one. To build your monster, roll the dice and randomly change 2 body parts that match the number monster you have rolled on the dice. Each time 2 parts of the old (parent) monster will be swapped out with 2 new body parts, to create the new (child) monster. Every generation, you get to decide what characteristics your monster has inherited from their parents, grandparents, great grandparents etc.

Will your monster survive?

Use a pencil to keep a tally of the number of monsters you have here using straight lines. Starting with 10. Listen to the story to see if your monsters will survive and reproduce (add lines) or die out (erase lines)!





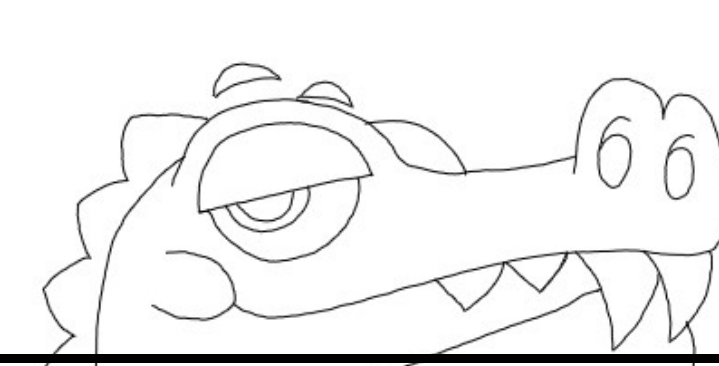
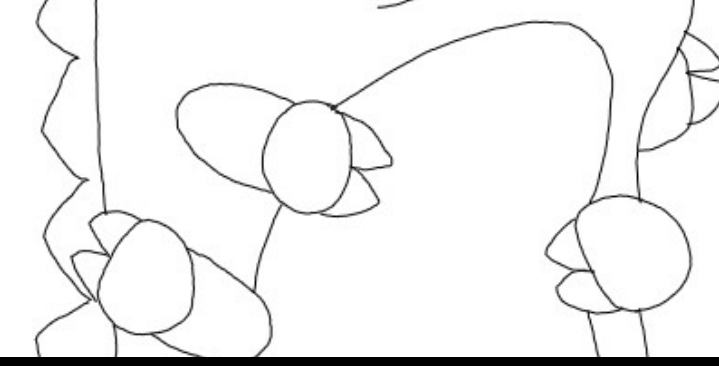
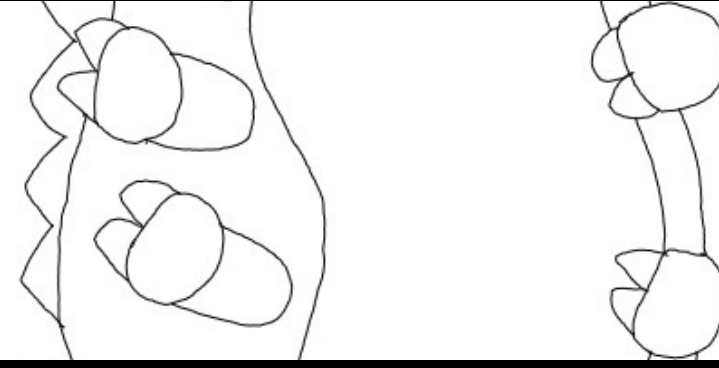
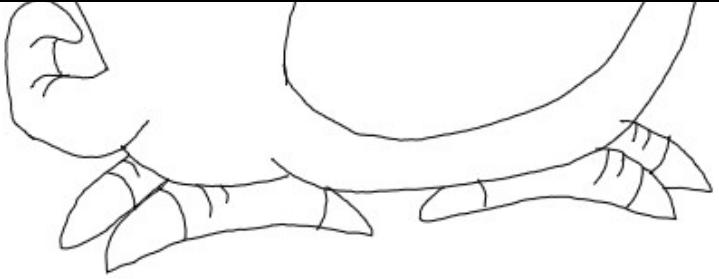


Five (5)

Five (5)

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Five (5)



Six (6)

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