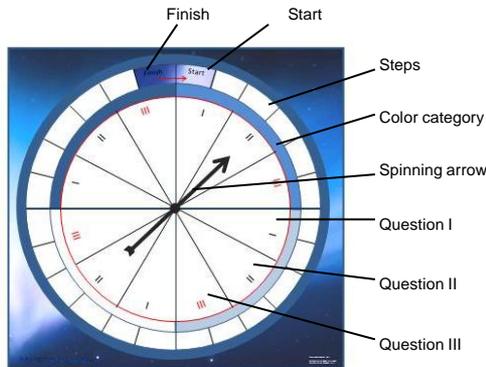


In this game:

- 1 game board with spinning arrow
- 200 question review cards
- 1 divider
- 10 pawns
- 1 CD for classroom use



This educational game has minimal setup and is always ready to use. The flexibility on how to use the questions with the separate topics and the levels I, II and III makes the quiz a perfect review game in classrooms.

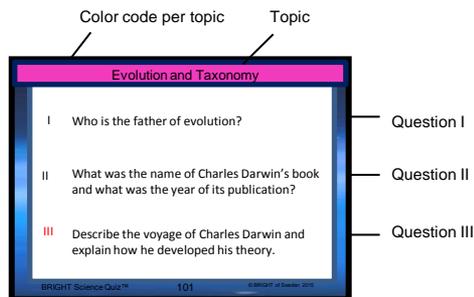
Before playing

Unfold the game board and place it on a flat surface. For mixed questions, shuffle the question cards; for playing with categories, make sure the cards are in their color coded category. Place the cards next to the game board.

Smaller groups: The players choose their pawns and place them on the Start square on the game board.

For classroom activity: As classroom activity, divide the class into 4 teams and name them after the different colors on the game board (light blue, blue, white, and dark blue) and play with the game board, or; use the CD and get the review questions, or; use only the cards.

The 200 review cards have 3 questions on each card; 600 unique Biology questions for your science classroom.



Answers on the back of the card

The 200 cards are divided into 10 color coded standards-based science topics:

Introduction and Biochemistry	Evolution and Taxonomy
Cell Biology	Plants
Cell Metabolism	Animals
Cell Cycle and Heredity	Human Anatomy
Molecular Genetics	Ecology

About the BRIGHT Science Quiz™ Biology edition

BRIGHT Science Quiz™ Biology edition links with the American curriculum for high school Biology and the questions are based on the NSES Standards. The questions have been written by an awarded classroom science teacher with more than 30 years experience in teaching Biology and AP Biology.

How to play

Small groups: The first player (Player 1) spins the arrow. The arrow points on one of the I, II, or III sections on the game board; which represents question I, II, or III on the question cards. One of the other players reads the question out loud and Player 1 tries to answer it correctly.

A correct answer means Player 1 can move their pawn forward on the game board; 1, 2 or 3 steps (see Points). Next player in turn spins the arrow and gets a question and so on.

The winner is the player to first reach Finish on the game board. The remaining players can keep playing until all players have reached Finish.

Classroom activity: the teacher or a student spins the arrow to get a color and a question. The teacher reads the question and the team answers.

Or: the teacher uses the questions to review what the students have learned in the classroom, or, use the CD to get the review questions.

Points

The question cards in BRIGHT Science Quiz™ Biology edition have three questions; I, II and III where III is the hardest. A correct answer to a question I gives 1 point: move the pawn forward one step on the game board. Question II gives 2 points and question III gives 3 points and the pawn is moved forward accordingly.

To make the game last longer and get more questions, all correct answers can give 1 point and the pawn can be moved 1 step forward regardless of level I, II or III.