

DNA and Fungal Hyphae or Microbial Snakes and Ladders

100 Finish	99	98	97	96	95	94	93	92	91 Very Warm throw die again
81	82	83	84	85	86 100 °C Game over you are dead	87	88	89	90
80	79	78	77	76	75	74 Disinfectant back to start	73	72	71
61	62	63	64	65	66	67	68 Pollution miss a turn	69	70
60	59	58 Disinfectant back to start	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49 Very Warm throw die again	50
40 Freezing miss a turn	39	38	37	36	35	34	33 Disinfectant back to start	32	31
21	22	23	24	25	26	27	28	29	30 Pollution miss a turn
20	19	18	17 Freezing miss a turn	16	15	14	13	12	11
1 Start	2	3 Very Warm throw die again	4	5	6	7	8	9	10 Freezing miss a turn



A die is required to play the game.

Each player will need a microbe counter to play the game; a bacterium, a yeast cell, a virus or an algal cell. Either use ones provided or make your own.



- Each player puts the counter next to the game board near the '1' square.
- Roll the die once on your turn.
- Move your counter forward the number of spaces shown on the die.
- If your counter lands at the bottom of a DNA ladder, you can move to the top of the ladder.
- If your counter lands on the top of a fungal hypha, you must slide down to the bottom.
- If you land on a coloured square, follow the instructions.
- The first player to the 'Finish' wins.

Questions

- Why is a warm temperature a positive advantage to microbes?
- What effect would freezing or very cold temperatures have on them?
- What is the effect of disinfectant on microbes?
- What effect would pollution have on microbes?
- If you were to add another coloured square to the board, what would you add and why?

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