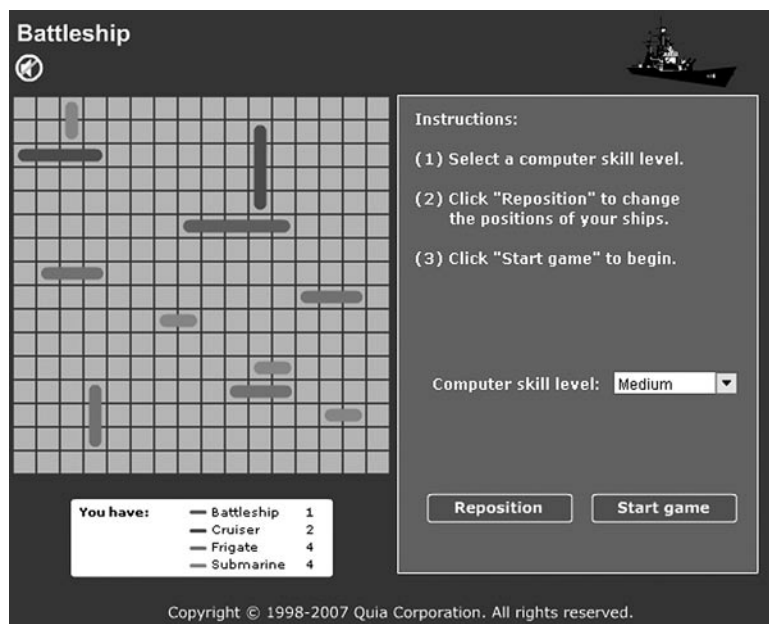


LIFE SCIENCE ARCADE ADDRESSES STANDARDS

By Ashley Capps and Christopher Dobson, Grand Valley State University

Looking for a fun new way to engage students in mastery learning of science concepts? How about an easy method to review and reteach material inside or outside of school? If you answered “yes” to either of these questions, have we got good news for you! A new life science arcade, aligned with MCF standards at the middle school level, is now available on the Regional Math & Science Center website (www.gvsu.edu/rmsc) through Grand Valley State University. The arcade is available in the student section of the RMSC website in “Fun Sites for Kids” or in the teacher section under “Resources.”

Students can play five different learning games, corresponding to the five life science standards: cells; the organization of living things; heredity; evolution; and ecosystems. One game models *You Sunk my Battleship!*, complete with the sound effects of direct hits and sinking ships. Another emulates the television show, *Who Wants to be a Millionaire?*



Each of the over 500 questions in the arcade addresses a specific benchmark and is labeled as such (e.g., sci. iii.5.ms.1). To win a game, students must correctly answer 10-20 questions. The difficulty of questions increases as students work through levels, enticing them to keep playing in order to win. The more they play the more they learn!

We used software available at Quia Web (<http://www.quia.com>) to develop the arcade. This educational technology website offers a “create-your-own” style of software for easily generating several different learning games. These include other familiar examples, such as *Jeopardy*, *Concentration*, and *Hangman*. Your students can access the arcade from any place that offers an Internet connection. Have them visit our arcade to review for the MEAP, or create your own site as a supplement to your classroom-based instruction. Happy gaming!

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