The Life Science Arcade (http://www.quia.com/pages/michiganlifescience.html) has been updated and aligned with the 2009 Michigan Science Grade Level Content Expectations. Available on the Regional Math & Science Center website through Grand Valley State University (www.gvsu.edu/rmsc), it was originally aligned with MCF science standards at the middle school level when created in the summer of 2006. The arcade is also accessible through the student section of the RMSC website in “Fun Sites for Kids” or in the teacher section under “Resources.”

Content questions from each of the four life science standards (Organization of Life, Heredity, Evolution, and Ecosystems) are presented in four corresponding arcade games. Each of the over 500 questions among the four “learning games” addresses a specific content expectation at grades 5-7 and is labeled as such (e.g., L.OL.7.22). One game is in the format of “You Sunk my Battleship!,” and includes the sound effects of direct hits and sinking ships. Another models the television show, “Who Wants to be a Millionaire?”

The arcade engages students in the learning of science concepts, both inside and outside of the classroom, any place with an Internet connection. Teachers use the site for review or to re-teach material, and have found it helpful for early finishers, as well as supplemental material for students with different ability levels and learning styles.

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! Visit the arcade today!!

About the Authors

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