Genetics - Invisible Dragons

Teacher's Guide

1.0 Summary

The *Invisible Dragon* activity is designed to be completed in a class period of 45-50 minutes. This culminating activity may be used as a review of learned concepts or as an assessment itself.

2.0 Learning Goals

Driving Question: Can YOU determine the genotypes of invisible parents from the phenotypes of their offspring?

This activity presents a difficult problem for the students to solve using all the techniques they have learned throughout this series of activities. They must figure out the genetic make-up of two invisible dragons. They make crosses, look at the pedigrees, and even make backcrosses. The players start out with \$20,000 in the bank. Each procedure they use costs money as does each wrong answer. Players make money by answering questions correctly.

Learning Goals

- Students will incorporate all of the concepts and skills they have acquired through *Genetics* activities to complete *Invisible Dragon* puzzles.
- Students will demonstrate their understanding of the principles of inheritance.

3.0 Standards Alignment

Alignment to National Math and Science Standards (NCTM or NSES)

Objective	Standards
Students will develop strategies for determining the parents' genomes.	Students should demonstrate appropriate procedures, a knowledge base, and a conceptual understanding of scientific investigations.
Students will be able to determine the parents' genotypes from the phenotypes of their offspring.	The students will focus on questions that can be answered by using observational data, the knowledge base of science, and processes of reasoning.

Additional Teacher Background

This activity could well serve as part of a final exam for the unit. *Invisible Dragons* incorporates all of the genetic concepts and the strategies involved in solving genetic questions, which the students have been learning throughout the *Genetics* model.

By this point students will have worked with pedigrees and Punnett squares for a variety of characteristics and traits. Each puzzle in Invisible Dragons begins with a randomly generated, but invisible, pair of parents.

Students work through each characteristic to determine the parents' alleles for that characteristic. In order to figure out the genotypes of the parents, students must make crosses that will give them useful information.

Backcrosses -- crossing an offspring with the appropriate parent – are particularly useful. When crossing an offspring with a recessive trait and a parent yields only offspring with the recessive trait, the parent must have 2 alleles for the recessive trait.

The Dragon Genome Chart is available for reference. A Punnett square pad is available so students can test their hypotheses before committing to an answer.

Students can minimize the number of crosses they have to make, and the amount of data they have to deal with, by checking the pedigree for each characteristic and figuring out as many of the parental genotypes as possible before making a second cross.

4.0 Activity Sections

In this activity, students will attempt to identify the alleles of 9 genes for each parent dragon, 18 allele pairs in total. The format for *Invisible Dragon* is that of a game. The goal of the *Invisible Dragon* game is to solve a series of puzzles, collecting as much "cash" as possible for correct answers along the way. The first screen clearly outlines all of the rules.

4.1 Rules of the Game

Horns	-	Number of Offspring: 0	
O No Hor	ns 🛛 🌒 2 Horns		
		? ?	
Welcome to the li circle is a female whether or not th Your job is to fig visible and you ca interesting, we're L ooking at the ch	visible Dragon game! Here's how and the square is a male, but oth y have wings, or anything else. I're out everything you can about t n use the chromosome tool on th putting a price on getting informa comosomes of a dragon (which tr	r it works. The two question marks or ier than that you can't tell anything ab- these two dragons, simply by crossin hem, but you can't see the chromosor ation. You'll start off with a bank acco	n the screen represent invisible dragons. The out them. You don't know what color they are, ing them and their offspring. The offspring will be nes of the parents. To make things a bit more unt of \$20000. Each cross will cost you \$1000. pare expression = \$5000 ner examistion
There are nine ge Your job is to figu for every right an sure about some	nes in the dragon genome gene e out the alleles for each of these wer, but you lose \$2000 for ever hing, leave it blank!	es for horns, wings, legs, tail shape, s e genes for the mother and the father y wrong answer. Answers left blank (cales, firebreathing, plates, and two for color. . That's 18 allele pairs in all. You will get \$1000 don't count for you or against you so if you're not

HINT: It's often very helpful to run 'back crosses' where you cross an offspring with one of the parents. Real geneticists use this technique a lot to discover how various genes work.

4.2 Play the Game

- Step 1: Use the Cross (X) tool to cross the parents.
- Step 2: Read the questions, decide if you need another cross (it costs money).
- Step 3: Answer the questions.
- Step 4: Go to the pull-down menu, choose another trait.
- Step 5: Continue until you have determined the alleles for each trait
- Step 6: Submit your answers.***
- Step 7: View a summary of your correct/incorrect responses and check your bank account.
- Step 8: Play again.

*****NOTE:** Up to this point in the game, you can view a summary of all of your answers. If you wish to change an answer, go back to the pull down menu and make your corrections. Once you have submitted your answers, you cannot change them.



The Dragon Genome Chart, bottom left is a helpful reminder of dominant, recessive and X-linked traits.

Note: Plates are X-linked and incompletely dominant and Scales are autosomal-recessive.

	P Invisible Female	Invisible Male	
	Female	Male	
Here are your answers You said the mother way The mother was wu foo The mother was LL for The mother was Tr or t The mother was No an The mother was BB foo The mother was no ans The mother was no ans If these are your final a	s so far: as hh for horns and the father was Hh or hh wings and the father was Ww or wW. legs and the father was U or IL. T for tail and the father was t. Tirebreathing and the father was f. swer for the color1 gene and the father was 8. the color2 gene and the father was B. swer for scales and the father was no answ wer for plates and the father was no answ swers, click on "Submit." Otherwise, you	t s No answer. /er. can go back and change them.	
Punnet	t Square Notepad Back	Submit final answers	

Show me my answers so far button produces this screen.

	Invisible Female dragon Female			Invisible Male dragon Male			
Invisible F	emale Gr	enotype		Invisib	le Male Gen	otype	
Trait	And a contract of the contract	Actual		Trait	Vaux Annual	Astual	
Horns	hh	hh	Bight	Horns	hh	hh	Bight
Wings	ww	ww	Right	Winas	ww	Ww or wW	Wrong
Legs	LI or IL	LI or IL	Right	Legs	LI or IL	LI or IL	Right
Tail	tt	tt	Right	Tail	tt	tt	Right
Fire	Ff or fF	Ff or fF	Right	Fire	f-	f-	Right
Color1 N	lo answer	Aa or aA	N/A	Color1	No answer	a-	N/A
Color2	BB	BB	Right	Color2	B-	B-	Right
Caster	o answer	SS	N/A	Scales	no answer	Ss or sS	N/A
Scales h							

After submitting their answers students can review their answers and start another round.

5.0 Student Reports

Your students' work with Invisible Dragons is logged and viewable on the MAC Project Web Portal at <u>http://mac.concord.org</u>. For each student, you can view a report containing questions and answers.