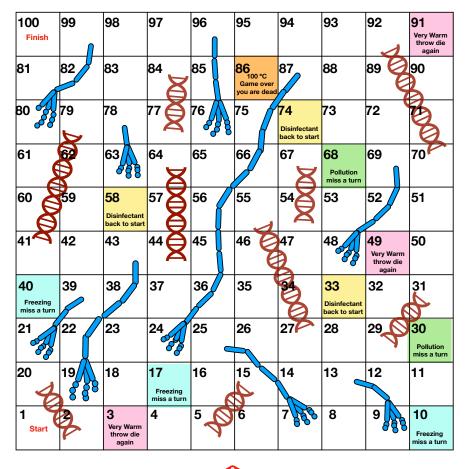
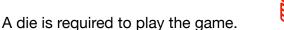
## DNA and Fungal Hyphae or Microbial Snakes and Ladders







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?

100	99	98	97	96	95	94	93	92	91
Finish								1	Very Warm throw die again
81	82	83	84	85	86 100 °C Game over you are dead	87	88	89	90
80	79 <b>&gt;</b>	78	77 💆	76	75	74 Disinfectant back to start	73	72	
61		63	64	65	66	67	Pollution miss a turn	69	70
60	<b>5</b> 9	58 Disinfectant back to start	57	56	55	54	53	52	51
41	42	43 N	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	35
21	22	23	24	<b>2</b> 5	26	27	28	29	30 Pollution miss a turn
20 <b>4</b>	19/	18	17 Freezing miss a turn	16	15	14	13	12	11
1 Start	3	Very Warm throw die again	4	5	6	7	8	9	10 Freezing miss a turn







