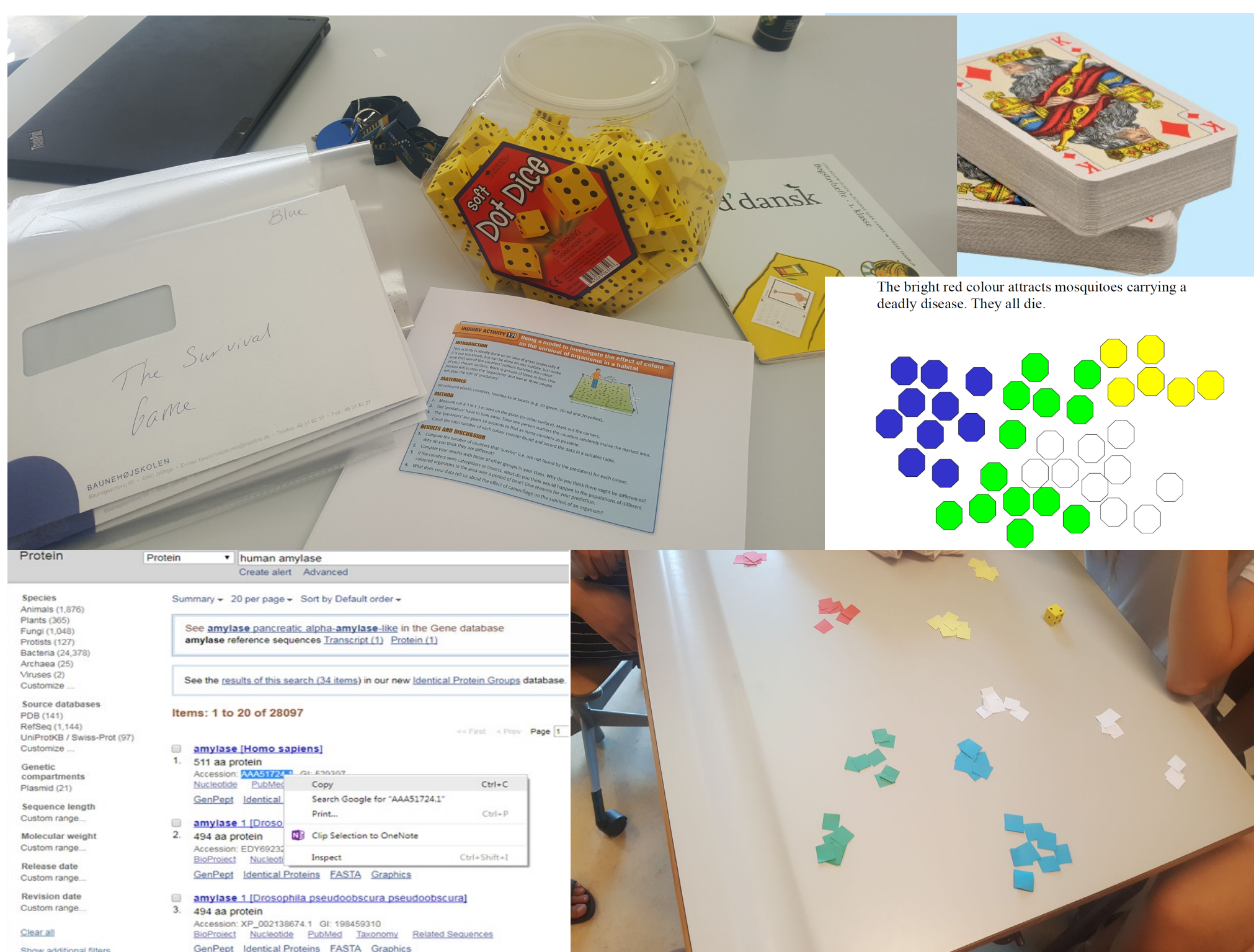


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“How did we get here?” An evolutionary journey

This Irish-Danish collaboration explored active and game-based approaches to teaching evolution, where students carried out a variety of classroom and outdoor activities. These included role-play, games, narratives, virtual labs, and bioinformatics. Lesson activities were sequenced to scaffold student learning. We put an emphasis on numeracy, digital skills, and biological literacy, as well as student misconceptions about evolution. Activities were designed to be low-cost and useful in science classrooms everywhere.



Evolution Activities:

- ***Hunting Jelly Beans***
- ***Beaky feeding frenzy***
- ***They have some neck!***
- ***The Survival Game***
- ***Game of Clones***
- ***My Cousin is a Fruit Fly***

Conclusion: We have developed a suite of hands-on group activities - games, investigations, role-play and digital labs - that enable students to collaborate, share and discuss ideas, while allowing teachers to assess learning and identify misconceptions. These activities also encourage numeracy, biological literacy and digital skill development.