



Targeted Teaching Topic

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Summary of Topic:

Defining Genetic Traits.

Main Curriculum Tie:

Defining genetic traits to make playing the ethics game smoother.

Required Materials for Lesson:

- Luck of the draw.
- An ethics value game.
- Note cards.
- Books, dictionaries, internet.

Background for Teacher:

Definitions of genetic traits on blue trait cards.

Student Prior Knowledge:

How to use a dictionary or medical book to define terms.

Intended Learning Outcome:

Student can define a genetic trait in a few simple words/sentences.

Instructional Procedure:

- Students choose a blue card.
- Write a definition of the trait on a separate notecard. Having students write definitions prevents the teacher from explaining definitions as they play the game.
- These cards can then be used as a quick reference to define a genetic trait students may not be familiar with.
- Sample words some students may not fully understand: dyslexia, schizophrenia, cynicism, empathy, paranoia, epilepsy, alzheimer's, bipolar disorder, down syndrome, diabetes, MS, cystic fibrosis, spina bifida.

How to Measure Outcome:

Note cards completed.