👩‍🏫 Staff Guide · Trace the Toxin Game (Level 2)

Biology A · Unit 1 · goes with the class “A4 Biomagnification (Trace the Toxin)” (5 pts). Level 2 = about 3rd-grade reading. Same activity, same day, same points as the class.

1. The pieces

- **Game card**: A4 Biomagnification “Trace the Toxin” classroom game: plankton, herring, salmon, and orcas collect food bags; some chips are “toxic”. 6 steps, one per box.
- **Prep sheet**: jobs, tools checklist, safety. Do it the day before or at the start.
- **Slides**: jobs, safety, steps, 2 checks.
- **Reflection**: replaces the written parts.
- **Game**: on the class site.

2. Prompts while they work

- “Which animal are you? Who do you eat?”
- “Who has the most red chips now?”

3. Modifications

- Data table given
- Reflection with an idea bank

4. What to grade (5 pts)

- Same 5 points: data + reflection
- Pointing, saying, or circling counts as a full answer.
- Modified grading only as the IEP allows. Check with the case manager.

5. Ask

- Mr. Driver, Room 113 (SLE).

6. Photo credits (open licenses)

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