**Post-game reflection worksheet (due at the beginning of following class)**

***Bios: Megafauna***

1. What are three scientific aspects that you think the game executes well? Explain.

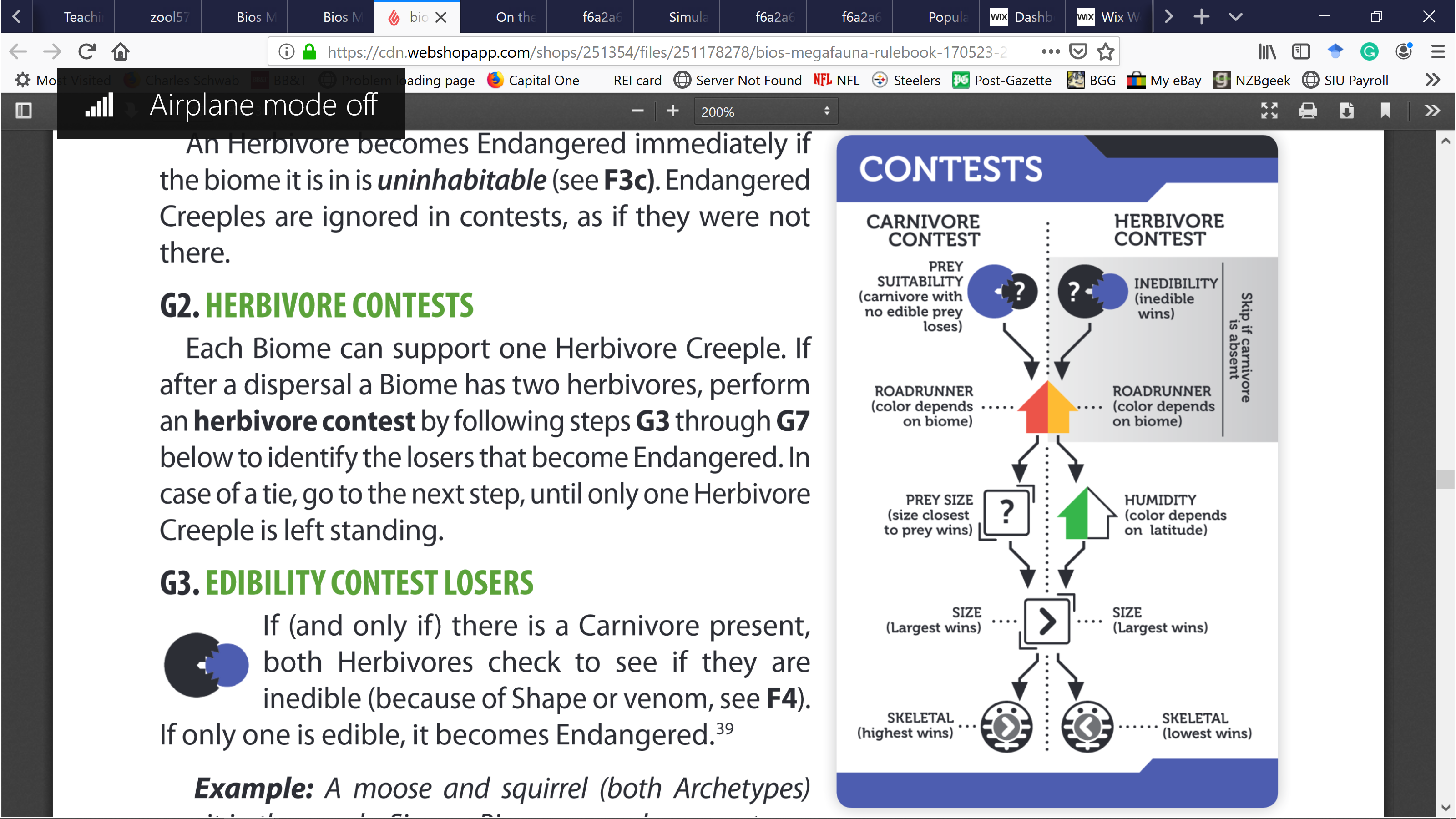
2. What are two scientific aspects that you think the game executes poorly? Explain.

3. Historic biogeography is based on the varying roles of dispersal and vicariance in biodiversity patterns. How does Bios: Megafauna emulate these processes?

4. The world has endured, at least, 6 mass extinction events, what are the major causes of these events? How does Bios: Megafauna emulate these processes?

5. Bios: Megafauna emulates atmosphere and climatic processes (see oxygen, clouds and atmosphere board). How do these things relate to biodiversity patterns? Do you think the associated dark heart values and action point values make sense in context? Explain?

6. Bios: Megafauna emulates competition among carnivores/herbivores. How realistic are the decisions made that determine a winner? See player aid (For example for a carnivore: 1. prey suitability, 2. number of yellow or red organs (based on habitat), 3. prey size, 4. skeletal value). Discuss both herbivores and carnivores?



7. Discuss the ‘pros’ and ‘cons’ of the biological processes and their realism of 3 of the following game items: Emotions, Plus Organ Monsters, Movement Rules for each ‘creeple’ type, Endothermy, Mutualism, Dark heart limit, Language, Tools.

8.The game has ‘biome‘ and ‘extra-terrestrial’ events? Do you think the existence of both these cards makes sense in terms of the history of earth? Explain.

9. How do you feel about the five organ types present in the game: nervous (red), circulatory (yellow), digestive (green), reproductive (blue), endothermy (white)? Does their implementation make sense? Do you agree with the four organ types chosen? Explain.