The immune system is quite complex and with little anatomy to examine (other than microscopic identification of white blood cell types), covering the content, while interesting, does not lend itself to many lab activities. When teaching this unit, I hold the annual Immune Games.

Students are instructed to form a group of 2 or 3 and design a game, any game that they must play with the class. The rules are that their game design must:

- Insure all of the content for the immune system is covered as the game is being played.
- All students in the class must be engaged in playing the game.
- They must provide me with a list of the questions and answers used in the game.
- Provide me with a ‘Game rules’ packet that includes the instructions, rules, etc for their game.

The student’s questions are used to generate their Immune system test. The game itself is critiqued by the other groups as well as me. They have a 30 minute time limit to play their game with the class. Once the due date arrives, groups are called to play their game randomly (names are literally pulled out of a hat/beaker) and we spend a few days (3-5 depending on the number of groups for that class) playing the immune games with an immune test based on their questions at the end.

Student instructions are found on the next sheet.

The games are creative, genius, fun and most importantly help students remember the intricacies of the immune system.
Lymphatic/Immune System TEST

Create a Game.

1. Your game must be based on the Lymphatic AND Immune system and contain, at minimum, ALL information covered in class notes. Use them as your guide.
2. You may model your game after ANY game. (i.e. board games, game show games, card games...if it’s a game, you can use it as a model).
3. Your game must be complete with any/all necessary parts (i.e. bingo cards and markers, balls, etc.) AND instructions.
4. Your game WILL BE played by the entire class, in teams or by a representative group (i.e. if the game is a four player game).
5. Your game will be critiqued by the class based on:

   - Creativity: 25%
   - Easy to understand instructions: 25%
   - Preparation (organization): 25%
   - Cover content: 25%

6. The critiques will be used to calculate YOUR grade for this test.
7. All members of your group will receive the same grade.
8. You must turn in your game instructions as well as a list of your game’s questions.

Some materials will be available for use in creating your game during class time (poster board, index cards, construction paper, markers, etc.). You will have a limited amount of time to work as a group on your game creation during class time. Be prepared to finish your game outside of the classroom in the event you do not finish during class time.

Game critique

<table>
<thead>
<tr>
<th>Name of game</th>
<th>points earned</th>
<th>Creativity</th>
<th>Easy to understand instructions</th>
<th>Preparation (organization)</th>
<th>Cover content</th>
<th>total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creators</td>
<td>(max 25 points each)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tbody>
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