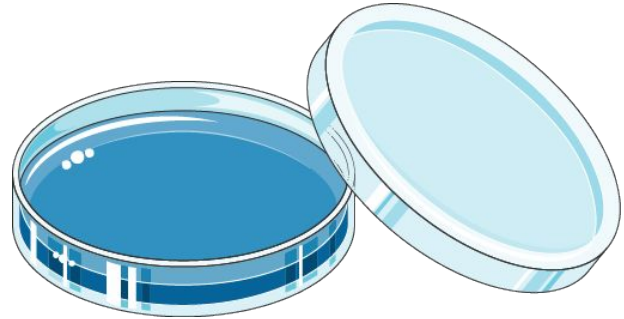
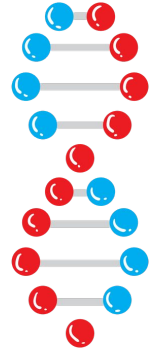


Teaching from Macroscopic to Microscopic Levels

Mostafa, Irene, Kaja, and Gabriel

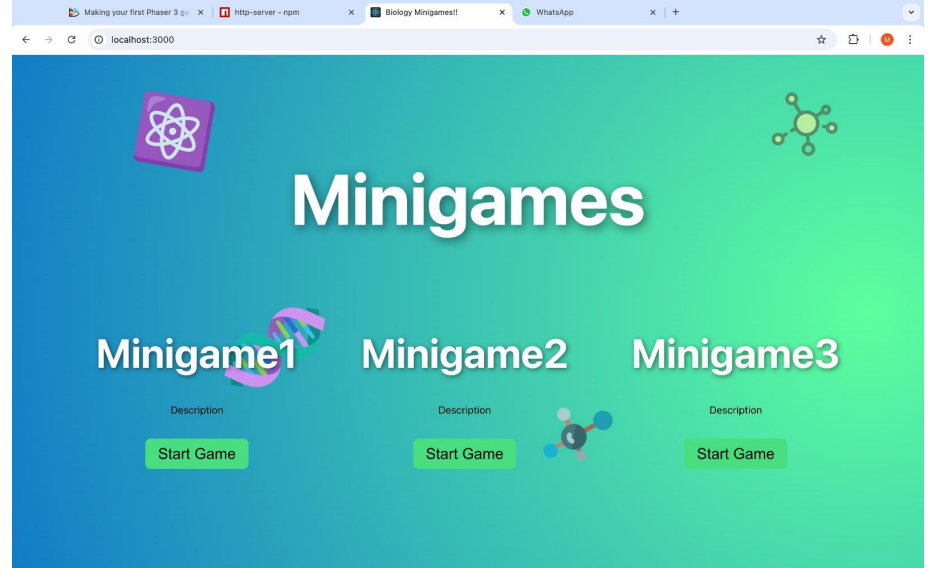
Interactive Games

- Keeps attention
- Lets kids to reapply knowledge
- Shows kids what research is like



Opening Screen

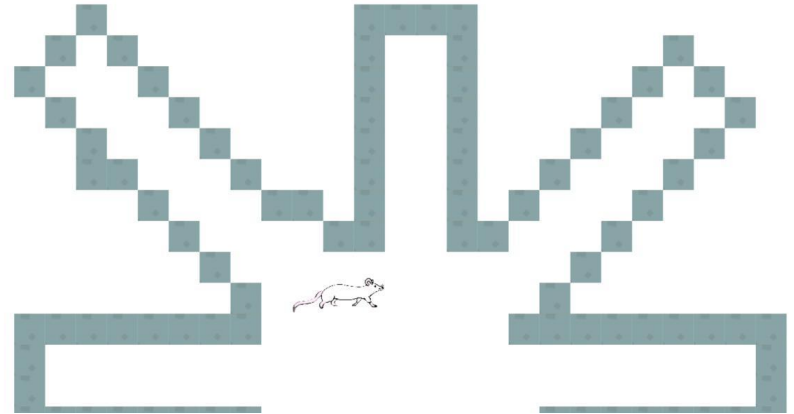
- Friendly and appealing opening
- Order to games is provided



Minigame 1: Mouse Maze

- Starts off simple
- As they repeat the game, they'll get faster
- Made clear by a timer in the upper right hand corner
- **Key Role:** To introduce animal behavioural studies

Timer: 0



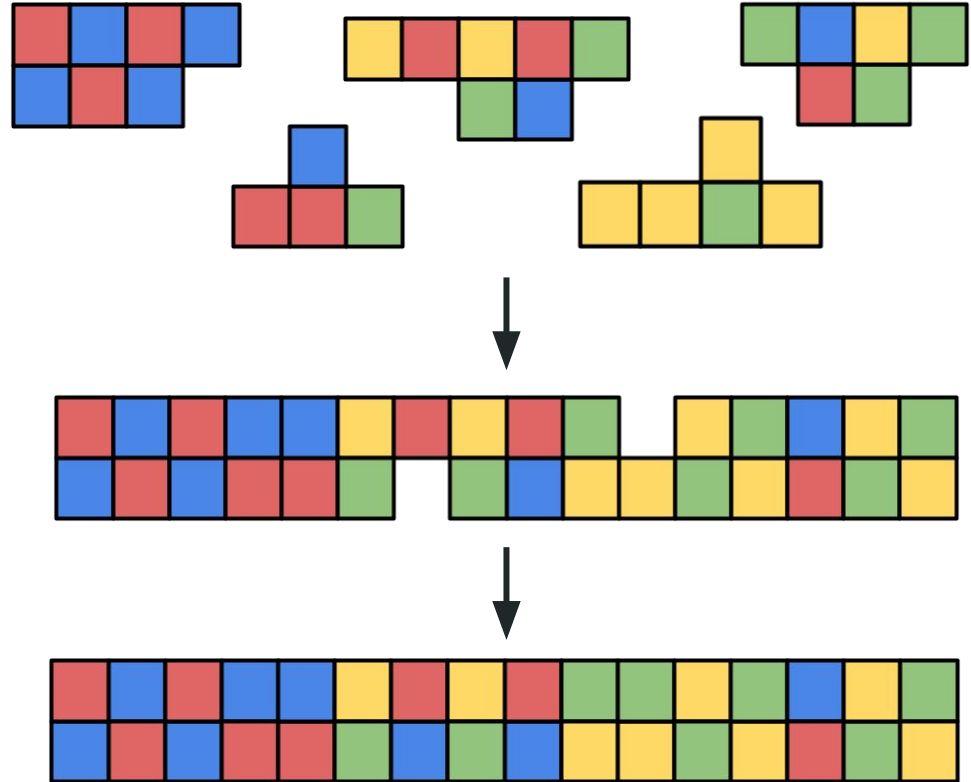
Minigame 2: Transcription Factors

- Delves into more complicated topics
- Teaches kids the concept of transcription factors (or mixes)
- Teaches the importance of protocol design
- **Key Takeaway:** Good understanding and protocol design can lead to breakthroughs
- Also filled with cute easter eggs



Minigame 3: Genome Sequencing

- Get down to an atomic scale with DNA
- Assigns nucleotides (or blocks) to certain colours that pair together
- Assemble fragments into a strand
- Fill in the gaps by assumption
- **Key Takeaway:** Reasonable assumptions are a key part of



Summary

- Leads students from straightforward experiments to more complicated theories and principles
- Provide an accessible platform for kids to get a taste of lab practice