

TABOO GAME – EVOLUTION

- *Cut up the cards.*
- *Students play in pairs.*
- *Each student must define the **bold word** without using the 3 words underneath in the definition.*

SPONTANEOUS GENERATION

Nonliving
Living
Formation

GEOLOGICAL TIME SCALE

Eras
Vertebrates
Evolution

HOMOLOGOUS STRUCTURES

Similar
Evidence
Fitting

ANALOGOUS STRUCTURES

Same
Function
No relationship

FOSSIL

Evidence
Buried
Living

AMBER

Fossils
Insects
Jurassic park

RADIOACTIVE DATING

Aging
Fossils
Carbon

PALEONTOLOGIST

Study
Scientist
Fossils

HALF LIFE

Decay
Fossils
Dating

NATURAL SELECTION

Darwin
Survival
Fittest

LAMARCK

Scientist
Use
Disuse

MUTATION

Variation
Genetic
Alleles

NICHE

Lives
Environment
Role

DIRECTIONAL SELECTION

Environment
Favorable
Selection

DISRUPTIVE SELECTION

Common
Against
Distribution

GENE FLOW

Movement
Migration
Variation

DIVERGENT EVOLUTION

Isolated
Independent
Evolution

GENETIC DRIFT

Accident
Genetics
Change

ADAPTIVE RADIATION

Finches
Many
Species

GENE POOL

Alleles
Combined
Population

CONVERGENT EVOLUTION

Different
Characteristics
Environment

GENETIC EQUILIBRIUM

Stable
Allele
Frequency

MIMICRY

Resemblance
Mimicking
Characteristics

HARDY-WIENBERG PRINCIPLE

Conditions
Constant
Allele

REDI

Scientist
Abiogenesis
Flies

SPECIATION

Branch
New
Species

FOSSILIZATION

Process
Oxygen
Sedimentary

GEOGRAPHICAL BARRIER

Division
Isolation
Rivers.

VESTIGIAL STRUCTURES

Unused
Appendix
Small

SPECIES

Interbreeding
Population
Same