

## **TABOO GAME – EVOLUTION**

- ◆ *Cut up the cards.*
- ◆ *Students play in groups of 3 or 4.*
- ◆ *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

**GENETIC DRIFT**

Accident  
Genetics  
Change

**GENE POOL**

Alleles  
Combined  
Population

**GENETIC EQUILIBRIUM**

Stable  
Allele  
Frequency

**HARDY-WIENBERG PRINCIPLE**

Conditions  
Constant  
Allele

**SPECIATION**

Branch  
New  
Species

**GEOGRAPHICAL BARRIER**

Division  
Isolation  
Rivers.

**SPECIES**

Interbreeding  
Population  
Same

**DIVERGENT EVOLUTION**

Isolated  
Independent  
Evolution

**ADAPTIVE RADIATION**

Finches  
Many  
Species

**CONVERGENT EVOLUTION**

Different  
Characteristics  
Environment

**MIMICRY**

Resemblance  
Mimicking  
Characteristics

**REDI**

Scientist  
Abiogenesis  
Flies

**FOSSILIZATION**

Process  
Oxygen  
Sedimentary

**VESTIGIAL STRUCTURES**

Unused  
Appendix  
Small