

Sperminater

USE: To teach about sperm development, ejaculation, male reproduction, and the process of fertilization.

PREPARATION:

Make Sperminator Packets:

- Make stickers (Avery 5351 or 1" x 2 ¾ ")
- Make flip books using folds, brads, or staples with the stickers in the order for
 - Sperm A-1 and Sperm A-2
 - Sperm B- 1 and B – 2
 - Sperm C-1 and C-2
 - Sperm D-1
 - Sperm E- 1
 - Sperm F-1 and F-2
- BE SURE THE CARDS ARE IN ORDER before stapling, or placing stickers on fold of bag or paper, punching hole for attaching brads.
- Make three section game boards
 - Select basic internal anatomy diagrams
 - Print copies of the center game board section (if provided) or create your own with pictures of the following on one 8.5 x 11 card stock:
 - Testicle
 - Fallopian tube(s)
 - Vagina
 - Condom
 - Uterus
- Select/create game movers, 6 per board. (pictures of sperm)

IMPLEMENTATION:

- Create groups of 6 students
- Give each group member one of the flip books
- Sperm A-1 Starts by **Reading to the group** the first sticker/tag, selecting a "sperm", and placing it where the reading indicates.
- The rest of the group members will go in **alphabetical order**.
- In turn, each student will read through the "flip book" packet and move the sperm through the male system, toward the female system for fertilization.
- As instructed on the stickers, sperm are placed in the center section of the game board to represent where the sperm ended their journey. Only one sperm remains and penetrates the egg.