

Phylo Trading Card Game

DIY Home School Activity.

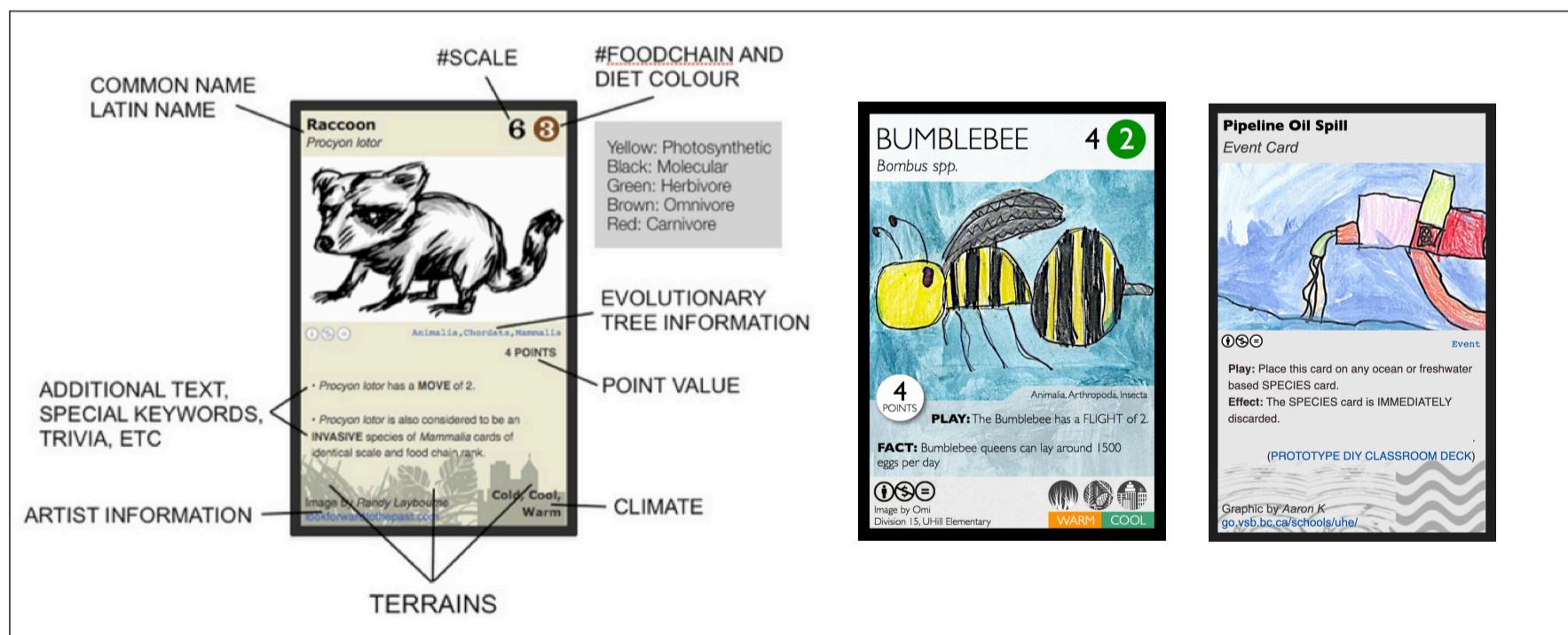
WHAT IS PHYLO? [1]

The Phylo Trading Card Game (TCG) is a project that began as a reaction to the following nugget of information: *Kids know more about Pokemon creatures than they do about real creatures* [2]. We think there's something wrong with that. Apparently, so do many others.

In fact, Phylo basically became this awesome exercise in DIY educational card game design, and is the product of the kind and (frankly) amazing contributions of many many individuals who have given art, science expertise, gaming advice, and more. This has led to the creation of over 30 (and growing) different game decks, all of them free for “print your own” downloading [3].

Best of all, because this project follows open source principles, anyone can be part of this process. It's easy to make your own cards, and with a bit of work, it's even easy to make your own playable game [4].

This package will help your child make cards, specifically for the biodiversity themed Phylo games. We've included some basic instructions and a worksheet to help you do this at home or in your classroom [5].



1. You can get all the details at phylogame.org
2. Why Conservationists Should Heed Pokemon, *Science*. 2002 Mar 29;295(5564):2367
3. So many cool decks. All for downloading, but many also to buy if you want a fancy copy. Go to phylogame.org/decks to check them out. An example of a classroom deck can be found at <https://phylogame.org/wp-content/uploads/2015/06/pacificspirit01.pdf>
4. If you want to know how to play the biodiversity game, check out the video at phylogame.org/play
5. For teachers or parents wanting a full lesson plan for making your own deck, go to phylogame.org/make

Phylo TCG deck (Plants, Animals, and Events)

HOW TO MAKE YOUR OWN CARDS!

STEP 1: Go to [**phylogame.org**](http://phylogame.org) and take a look at some of the cards and decks (you can also watch the “how to play” video, found in the “play” section).

STEP 2: Use the Phylo Biodiversity Worksheet (on page 3) to help you research the information you need for a card that represents a living thing. This is called a SPECIES card.

STEP 3: Use the 6 card sheet (page 4) to make your “good copy cards.” Just take the information you collected on your worksheet and fill it in the blank card (you can look at the bumblebee card on page 1 to see where everything goes). This sheet, you can print on card stock and then cut out (get your parents to help). You can even use proper card sleeves, since the size of these blank cards is the same as a Pokemon card!

STEP 4: If you send in a photo of your best worksheet or some of your cards to Dave Ng at [**db@mail.ubc.ca**](mailto:db@mail.ubc.ca) (or via twitter at @ng_dave), his lab will turn it into a fancy card for you! As more of these come in, his lab will put them on the main website and also turn them into printed expansion packs!

STUDENT NAME:

Phylo CARD WORKSHEET

ORGANISM NAME:

SCIENTIFIC NAME:

DRAW YOUR PICTURE:

SIZE (circle best one)



FOOD CHAIN (circle best one)



PLAY: (move/
flight details,
special diet,
special
instructions)

TERRAIN (circle up to 3)

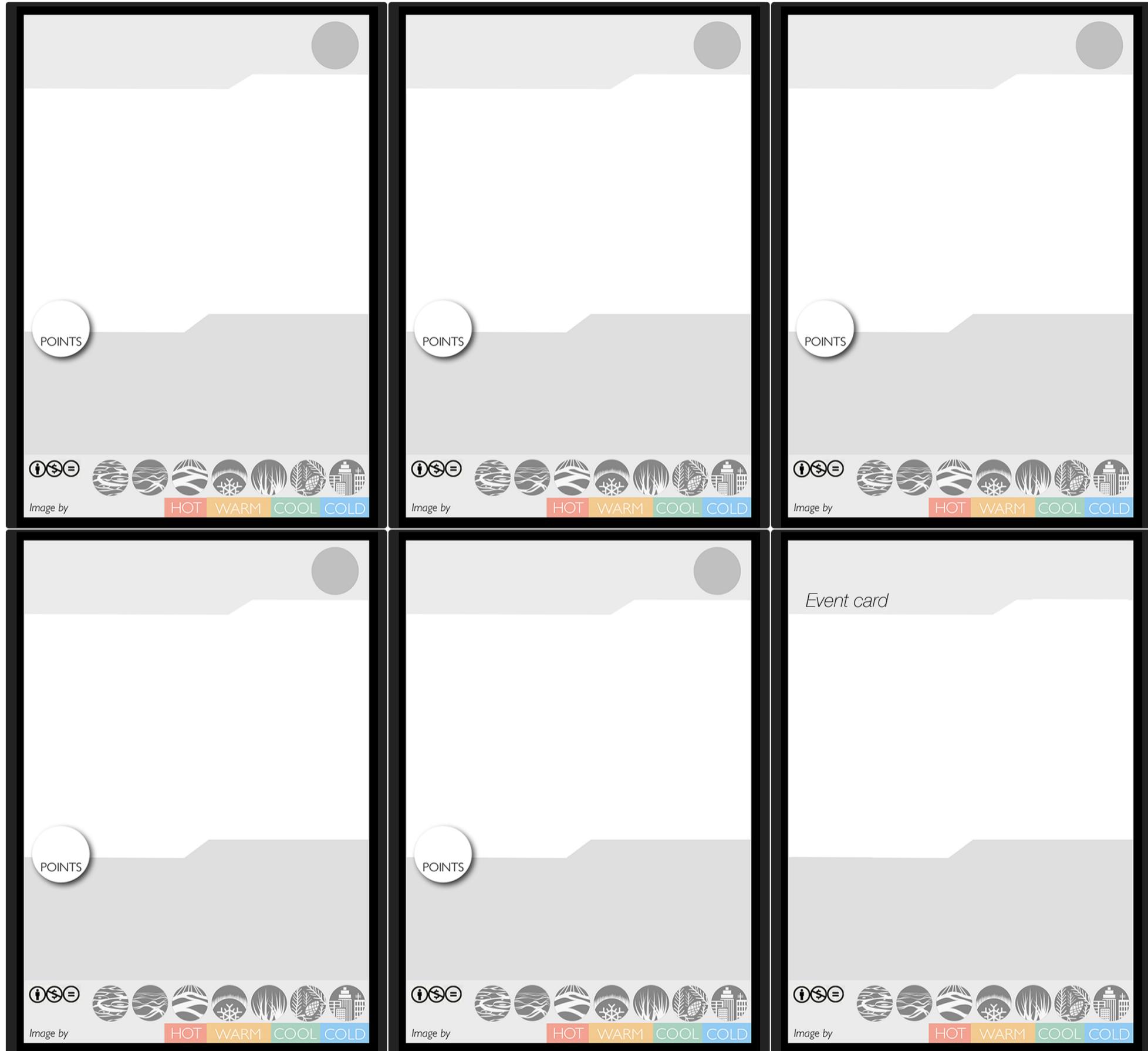


CLIMATE (write in hot, warm, cool, cold)

FACT:
(something
interesting about
the organism)

Phylo THE TRADING CARD GAME

Tag: Blank



Note that powerpoint and keynote slide templates for these blank cards can be found at phylogame.org/make (go to step 12)

Base score dependant on diet: Carnivore **7** | Herbivore **4** | Omnivore **3** | Autotroph/Photo **2**

Terrain modifier: 3 terrains **-1** | 2 terrains **0** | 1 terrain **+1**

Climate modifier: 3+ climates **-1** | 2 climates **0** | 1 climate **+1**

Other: Move/Flight spread of 3 or higher **-1**

Your card's points