

For the Educator

Fixing Foolish is an educational game with the objective to teach basic human anatomy, explore how body systems collaborate, and to discuss the impact of mindless actions.

Follow the 3-step approach below to accomplish these goals.

1. Study the Basics

- Provide each student with:
 - one color copy (US Letter size) of the *Fixing Foolish Anatomy Worksheet* available online at www.technonature.com
 - a complete set of SYSTEM cards (The game includes 5 sets of 7 system cards)
- Ask students to complete their worksheet by using the cards.

2. Play *Fixing Foolish* for Rookies

- Encourage students to read all information and pronounce the names of organs as they find matching cards.
- Encourage students to share their own stories.
- Use this as a platform to discuss the dangers of mindless actions.

3. Play *Fixing Foolish* for Pros

- This game helps students to apply their knowledge of the body systems in real-life scenarios.
- Encourage students to explain their choices. Let them refer back to the worksheet and Systems Map for answers.
- Guide them with questions to gain a deeper understanding of how body systems function and collaborate.

NOTE: The human body is an incredible creation of which the design and complexity remains far beyond our grasp. This curriculum, however, will equip students with basic insight required to make healthy choices in years to come. **Fixing Foolish** highlights body systems and organs (names and functions) affected in the different scenarios. Some organs, such as the thymus, thyroid, spleen, spinal cord, various glands, and organs of the reproductive system, are therefore excluded.

For students who would like to explore human anatomy and physiology in more detail, consider the board game **Complexity**. Together these games provide teens with vital insight into the operation and maintenance of the human body in a memorable way.

More information at www.technonature.com.



The Game Cards – Words to the Wise

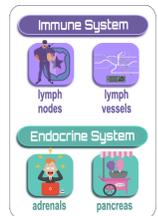
...because wise people find their feet before jumping into action!

Fixing Foolish has two decks of cards: **System Cards** and **Story Cards**.

System Cards (54) - basic anatomy in an unusual way

Cards listing 9 body systems with some of their organs (43)

- Each body system has a designated color, which helps your brain organize and remember the info. (Find this color scheme in the cards' headings and squares, as well as in the printable anatomy guide and the systems mind map.)
- An icon on each square represents a primary function of the organ.
For example, the 'bodyguard' of the immune system represents the white blood cells' defense function. The anatomy guide briefly explains the association between each icon and the organ's function.
- Note that there are two kinds of digestive system cards:
Digestive System 1 - parts of the intestinal tract (gut)
Digestive System 2 - accessory organs of the gut



Wild cards (3)

'Fixing' cards with STOP and EMERGENCY ROOM signs (8)

Story Cards (35) - foolish things and their consequences

Cards in this deck have 3 sections:

Top: The **STORY** (in a few words)

Middle: The **DAMAGE** (1-2 injured organs)

Bottom: **FIX IT** (organs that will repair the damage, a visit the emergency room, or a stop sign as a warning)



Together, these two decks of cards give you a glimpse into the incredible design and daily operations of your own body machinery!

Fixing Foolish for Rookies

Match icons and collect cards to win!

Setup

Separate the two decks of cards (STORY and SYSTEM) and shuffle each deck. Place the STORY deck face down in a draw pile. Deal each player 6 SYSTEM cards and place the rest of the deck face down in a draw pile. The player to the left of the dealer starts the game.

Gameplay:

Each player's turn progresses as follows:

Pick up a STORY card and read the story and its consequences aloud.

1. Check your SYSTEM cards for matching organ icons.
2. Place all cards with matching icons face up in front of you. These cards will earn you one point each, so hang on to them once you are done.
NOTE: Play strategically to earn maximum points, i.e. play as many cards as possible. Use a Systems Wild Card for any number of organ icons (but not for ER/STOP).
3. If you can match all icons, keep the STORY card, it is worth 2 - 4 points (see below). The player to your left picks up a new STORY card to read.
If you cannot match all icons, play the cards you can, then pass the STORY card to the next player who must try to play the missing icons. If the player is unable to do so, return the card to the bottom of the pile. The same player picks up a new card, reads the story, and so on.
4. Finish your turn by drawing new SYSTEM cards to keep 6 in hand.

Keep playing until you run out of time or out of cards. Ensure that each player has had an equal amount of turns. If you run out of either SYSTEMS or STORY cards and would like to continue, record each player's points, then collect and shuffle the cards before returning them to the Draw Pile.

Determine the winner

The player with the most points wins of course. Count the cards you played and add the points as follows:

- SYSTEM cards – 1 point each
- STORY cards – 2 points each
- STORY cards with a befuddled emoji – 4 points



Fixing Foolish for Pros

You name the consequences!

Setup

Separate the two decks of cards (STORY and SYSTEM), then shuffle and place the STORY deck face down. Spread out the SYSTEM deck and let each player select a complete set of SYSTEM cards (7) and one ER/STOP card. Set the remaining cards aside; you do not need them for this game.

Gameplay

1. The first player picks up a STORY card and read the story in the speech bubble. (Skip the few STORY cards that have no organ icons.)
2. The rest of the players must individually decide:
 - Which organs may be injured AND
 - Which organs and or actions (ER/STOP) are needed for healing.NOTE: The storyteller may give clues. Use the the Systems Map.
3. Players choose up to 4 cards with the icons reflecting their decision and place the cards face down in front of them.
4. When everyone is done, turn the cards over.
5. The storyteller reads the rest of the information. Players gain one point for each correct card and lose one point for each incorrect card. Since the STORY cards do not include all possible injuries or repair options, players with 'incorrect' cards may explain their choice. The storyteller decides whether the card may be accepted.
6. Each player records their points and picks up their cards before the next player reads a new STORY card.
7. Keep playing until each player had a turn to read a story, or until you have completed several rounds.

Determine the winner

Add up your points. The player with the most points wins!



Play Fixing Foolish Pro in the Classroom!

Divide students into small groups and give each group a set of SYSTEM cards, make copies if needed. The educator reads each STORY, and the groups act as individual players according to the instructions above. Students in each group must work together to reach a consensus before playing their cards. Provide the Systems Map as a cheat sheet.