



Keep in mind:

- No science knowledge is needed to have fun playing the Game
- DNA Ahead is designed for use apart from game play by both people who play and those who don't

If you answer "Yes" to enough of the questions below to suit you, DNA Ahead Game & More™ is for YOU!

For Game Players



Would you like to:

1. Play a game that is similar to Monopoly, but offers many more strategic possibilities?
2. Choose the approximate length of each round of play before you start?
3. Draw Cards with Consequences to be played strategically when you choose?
4. Engage in competitive play where your game wins advance your level on a DNA MVP ladder?
5. Visit remarkable milestones as you move around a Board that uses pictures to tell the story of DNA science and its uses in biotechnology*?
6. View short easily-digestible content about DNA/biotechnology that may affect your life?
7. Appreciate details of design that make for seamless integration between the Game parts?

*GMO plants, GMO animals, Magic Microbes, Cones & Stem Cells, Human Genome, DNA IDing, Genome Screening, Gene Therapy/Gene Doping in Sports



For Game Players, Science Curious Non-Players & Educators

Would you like to:

1. Learn about the complete story of DNA science and biotechnology on picture-laden Claim Cards? Or learn about just the topics that interest you, with links provided to any relevant background information?
2. Fill in knowledge gaps relevant to your role as a scientist, science teacher, health care professional, farmer, ecologist, animal breeder, prospective parent, genealogist, police officer, lawyer, judge, politician, public policy official, artist, stock market professional/lay investor, or curious person?
3. Apply knowledge gained from Game Cards to your own life—e.g., objective evaluation of GMOs and clones; search for treatments of genetic disease; reproductive choices; cross-generational discussions about physical, health-related, and personality traits of family members; form opinions about frontier uses of biotechnology and associated issues?
4. Use Show-&-Tell Cards to create products and productions that spread knowledge about DNA science and its uses in biotechnology?
5. View Whoops-Or-Whoopee (WOW) Cards to obtain an inside look at the world of scientists—career counselors, take note—and how uses of DNA science in biotechnology may affect you?
6. View Issues-Insights-Innovations (iii) Cards to learn recent developments in DNA science, biotechnology, and associated issues?
7. Use icons on WOW and iii Card Fronts to link content of interest on those cards to Claim Cards with related detailed content?
8. Use icons on many WOW and iii Card Backs to locate content by, about, or for females or other groups underrepresented in science?



1. Enjoy the Art?
2. Apply the Hands-On Picture Science (HOPS) approach to the more than 150 original pictures on the Claim Cards to stimulate critical thinking and spur active use of the concepts depicted?
3. Participate in a group working to develop HOPS as an educational approach that incorporates the Arts (A) into STEM education to make STEAM?
4. Participate in upcoming efforts to use the Game materials, spin-offs, and related creations to spread knowledge about DNA and biotechnology?