
Spot it in the Lab!

A game designed for **L2 Biology students**

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Below are the instructions given to students:

Spot it game: Lab equipment

You will constantly need to refer to Lab equipment items in your career, so they should have no secrets for you!

PRACTICE GAME¹:

- Be the quickest to complete the **“Lab equipment” vocabulary** with the words you know on the next pages **pp. 2 to 5** (see: “Spot It! Lab equipment vocabulary”) ...

... and **earn** the much-prized badge: ***Lab Vocab Expert!***



- Now, get ready for **“Spot it in the Lab”**:
 - you have **10 min** to revise **the “Lab equipment” vocabulary** and practise the **pronunciation** of the words (in pairs or on your own).
 - watch the **short video** “Can you spot the match? Game rules”:
<https://www.youtube.com/watch?v=rz1erFF2kfE>
- Get into **teams of 4s**: you’ll be given a deck of cards with the Lab equipment symbols you’ve just revised

OBJECTIVE:

- be the **fastest** player to spot the **matching symbol** between 2 cards and **call it out!** (There’s always one—and only one—matching symbol between any 2 cards).

⚠ you need to **pronounce** the words correctly—otherwise, you’ll have to take your card back!

💣 You can use the “cheat sheet” for the 1st two games only.

😊 Practise for about **20-25 min**.

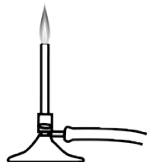
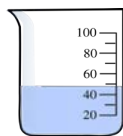
*There are several ways of playing, if you’d like to **vary**, please see the detailed rules pp. 6-7.*

¹ This game is based on Asmode  ’s “Dobble/Spot It” game
<https://www.asmodee.us/en/games/spot-it/>

Spot It! Lab Equipment Vocabulary

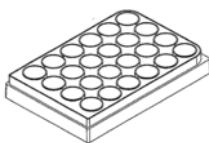
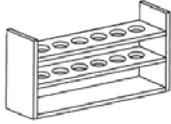
LAB EQUIPMENT

SYMBOLS' NAMES









Game N°1

The Tower

- 1) Preparing the game:** Shuffle the cards and deal one card face-down to each player. Place the remaining cards face-up in the middle of the table to form the draw pile.
- 2) Object of the game:** To collect the most cards.

Setting up:
(example for 3 players)



3) Playing the game:

At the same time, players flip over their cards. They try to spot the one symbol that appears both on the center card and on their own card.

If you are the first player to do so call it out (example: "Lips!"). Then take the center card and place it face-up on top of your flipped card, building a personal pile. Now use the new top card on your personal pile to find a match with the center card. Repeat this process each time a new center card is revealed.

Play continues until no cards remain in the draw pile.

- 4) Winning the game:**
The player with the most cards wins.

Game N°2

The Well

- 1) Preparing the game:** Place one card face-up in the middle of the table. Shuffle and deal the remaining cards face-down to all the players. These cards form their personal draw piles.

2) Object of the game:

To be the first player to get rid of all your cards.

Setting up:
(example for 3 players)



3) Playing the game:

At the same time, players turn over the card in their hands. The card must be held flat in the palm of a steady hand. If you spot a matching symbol between your card and another player's card, call it out (example: "Heart!"). Place your card face-up on top of the other player's card.

If you have two or more cards in your hand look only at your top card for a match. When you spot it, give all your cards to the player who has the match. Repeat play in this manner until one player has all the cards. That player loses the round and creates a personal discard pile with those cards. A new round starts.

- 4) Winning the game:** At the end of the final round, the player with the least amount of cards wins the game.

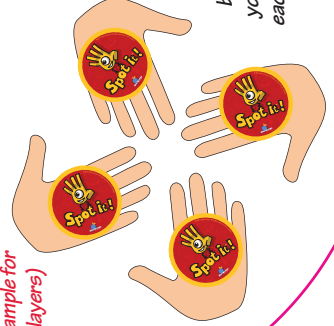
Game N°3

Hot Potato

(played in multiple rounds)

- 1) Preparing the game:** Shuffle the cards and deal one card face-down to each player. Set aside the remaining cards to use later. Decide how many rounds you wish to play (five minimum).

Setting up:
(example for 4 players)



2) Object of the game:

To have the least amount of cards after all the rounds have been played. This is accomplished by getting rid of your cards during each round.

- 3) Playing the game:** At the same time, players flip their entire draw piles over so they are face-up. If you are the first player to spot the identical symbol on both your top card and the center card, call it out (example: "Heart!") and place your card on top of the center card. Use the new card revealed on your personal pile to find a match with the center card. Play continues until one player runs out of cards.

4) Winning the game:

The first player to run out of cards wins the game.

Game N°4 The Poisoned Gift

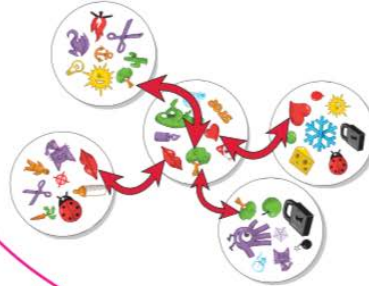
1) Preparing the game: Shuffle the cards and deal one card face-down to each player. Place the remaining cards face-up in the middle of the table to form the draw pile.



2) Object of the game: To have the least number of cards.

3) Playing the game:

At the same time, players flip over their cards. Players look for a match between the center card and any of the other players' cards. If you spot a match, call it out (example: "Tree!"). Take the center card and place it on top of the other player's card on which you found the match. This is the "Poisoned Gift" because you give an unwanted card to an opponent. The revealed card on the center stack becomes the new card that players use to find a match. Continue playing until the draw pile is gone.



4) Winning the game:

The player with the least number of cards wins the game.

Game N°5 Triplet

1) Preparing the game: Place all the cards face-down in a pile.

2) Object of the game: To collect the most cards.

3) Playing the game: One player takes the first 9 cards and places them face-up on the table (as shown below).



Then, at the same time, all players try to find a matching symbol on any 3 cards.



The same symbol must be present on all 3 cards to make a matching set.

As soon as you find the matching symbol, call it out (example: "Sun!"), take the 3 cards you've won, and reload with 3 new cards.

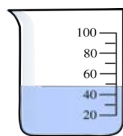
4) Winning the game:

When there are fewer than 9 cards left in the game and no more sets of matching cards, the game ends and the player with the most cards wins.

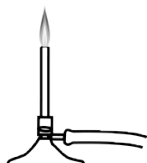
Spot It! Lab Equipment Vocabulary (answer key)

LAB EQUIPMENT

SYMBOLS' NAMES



beaker



Bunsen burner



Eyepiece



(Erlenmeyer) flask



funnel



goggles



Jar (with a lid)



magnifying glass



microcentrifuge tube
(or Eppendorf tube)



micropipette



microscope



mortar



pestle



petri dish



Pipette
(or eye-dropper)



scale



scalpel



screw cap



sieve



slide = on which the specimen is placed
(+ coverslip = to cover the specimen)



spatula



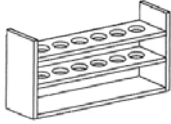
stirring rod(s)



stoppers



test tube



test tube rack



thermometer



tip (of a micropipette)



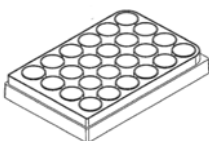
tongs



tweezers



wash bottle



24-well plate

Aide pratique à la création des cartes :

Le site (<https://dobblemania.pl/>) que j'ai utilisé initialement pour créer les cartes a fermé il y a peu :-(

J'ai trouvé 2 autres sites de remplacement, intéressants aussi :

<http://micetf.fr/symbole-commun/#figures>

<http://aaronbarker.net/spot-it/spot-it.html>

Sinon, un collègue a gentiment mis à disposition :

« un petit utilitaire qui permet d'afficher des objets sur des cartes (rectangulaires ;-)) à la façon d'un dobble (4, 5, 6 ou 8 objets par carte).

Les images doivent être copiées dans le dossier « Images » et numérotées 1.jpg, 2.jpg etc

Ensuite il suffit d'exécuter le fichier DobbleX.html et le tour est joué. »

<https://www.petit-fichier.fr/2017/08/15/dobble/>

Enfin, pour ceux qui veulent créer un jeu avec des mots (pas des images) :

<http://www.arthy.org/dobble/>

En espérant que ça puisse vous être utile !

Bonnes créations :-)

Hélène

BADGES :

