# Microbe Mayhem: KS3 & KS4 (5-10 mins)

This activity features in the [KS3](http://www.e-bug.eu/en-gb/ks3-intro-to-microbes) and [KS4](http://www.e-bug.eu/en-gb/ks4-intro-to-microbes) pack. In this activity groups of 3 – 4 students play a card game which helps them remember some of the technical words relating to microbes as well as familiarising students with a variety of microbial names, the differences in size, capability of causing harm and if antibiotic resistance occurs.

Microbe size and number of species are correct at the time of resource development; however, as new microbes are continuously being discovered and reclassified, these numbers may be subject to change. The numbers in the other headings used on the cards are only to be used as a guide and are illustrative only. They are not accurate as there is no formulae to create these and they may be

subject to change i.e. bacterial species may develop resistance to more antibiotics resulting in them having a higher number in this column and being more dangerous to humans.

## Before you begin you will need:

* Microbe Mayhem cards SH2-8 (KS4 lesson pack)

## Use the introduction in the lesson plan or community pack activity to discuss:

* What do they already know about microbes?
* Where would they look if they wanted to find microbes?
* Do they think microbes are important to us?

## Use the following steps as a guide to implement this activity:

* The dealer should shuffle the cards well and deal all the cards face down to each player. Each player holds their cards face up so that they can see the top card only.
* The player to the dealer’s left starts by reading out the name of the microbe on the top card and chooses an item to read (e.g. Size 50). In a clockwise direction, the other players then read out the same item. The player with the highest value wins, taking the other players top cards and placing them to the bottom of their pile. The winner then reads out the name of the microbe on their next card and selects the item to compare.
* If 2 or more players have the same top value, then all the cards are placed in the middle and the same player chooses again from the next card. The winner then takes the cards in the middle as well. The
* person with all the cards at the end is the winner.
* Let the students know that ‘nm’ on the playing cards stands for nanometres. There are ten million nanometres in a centimetre