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**MONOMERS/POLYMERS GAME   
  
From: Mary Garrison Neimeyer**

Use pop beads. Run the cards below on different colored cardstock.  
The objective is to be the first to build a chain of five "amino acids".  
Each student starts with one bead and one water.

**WHEN IT IS YOUR TURN:**  
You can make as many plays as you can with cards you have.  
EX: Use a hydrolysis card and water card to break another player’s polymer and take the removed monomer. Then build your polymer by using a dehydration card to connect two monomers and you get a water card. When you are done making plays, roll the die. Once you roll the die and take a card or bead, your turn is over (you can't play the ones you just got, you'd need to wait until your next turn).

**ROLL THE DIE**:

If you roll an **odd number**, you get another monomer (But can't connect them until your next turn.)  
If you roll an **even number**, choose a dehydration synthesis card, a hydrolysis card, OR a water card.

H2O

H2O

H2O

H2O

H2O

H2O

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**HYDROLYSIS**

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**HYDROLYSIS**

**HYDROLYSIS**

**DEHYDRATION   
SYNTHESIS**

**DEHYDRATION  
SYNTHESIS**

**DEHYDRATION   
SYNTHESIS**

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SYNTHESIS**

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