Recall from your discussion in class:
★ Who is Gregor Mendel, and what's Mendelian genetics?
★ Did you discuss dominant/recessive traits, gene expression, and gene coding?
★ Did you use Punnett squares to practice at all?
★ What are monohybrid crosses and dihybrid crosses?

Recap
You will be going to the State Fair of Texas to observe the physical traits of WINNERS.

Plan Your Route
★ Go to the center of the Fair and find the Midway.

Optional Materials to Bring
★ Writing utensil and something to write on
OR
★ A way to digitally take notes
★ Camera

While You're There
You will use information you gather at the State Fair to help you with THREE project goals:
1. Sort through today’s data to “breed” the perfect gamer.
2. Draw a caricature of the “perfect player.”
3. Write the first chapter of a story in which the Midway is invaded by “perfect players.”
You’ll work on those goals back at school.

For NOW, the objective of your visit is to determine which apparent traits of a person appear to make them successful or unsuccessful at the games on the Midway.

**CODING THE PERFECT PLAYER:**
- Observe players on a game of your choice.
- Collect data: Note specific physical characteristics of the player and their success.
  - **Height:** tall, short, average
  - **Arm length:** long, short, average
  - **Vision:** glasses or no glasses
  - **Musculature** and approximate age
- WITH PERMISSION take a photo of the player to compare your classifications of that player with those of your teammates back at school.
- Bonus: interview the players you observed to collect height, age, and vision data.
- Bonus: play the game yourself and note your data.

**CARICATURES (ART PORTION):** In the art portion of this lesson, you’ll be drawing a caricature of the perfect player.
- A caricature is an exaggerated drawing. In your drawing, you’ll have to really show the physical traits that make someone good at winning, so make sure you take good notes at the Fair!

Source: https://unbreakabletwo.files.wordpress.com/2010/07/lebron_james.jpg