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Part 1: **MAKING MONSTERS:** We have learned about **Mendelian Genetics**: when one gene determines a trait. This activity will help you understand the difference between Genotype and Phenotype. You will flip coins to determine the genotype and then define the phenotype;

Definitions:

Allele:	
Genotype	**Phenotype**

Trait/alleles	**Parent 1**	**Parent 2**	**Genotype**	**Phenotype**
Fur Colour [Yellow F] [Purple f]				
Eyes [One E]]Two e]				
Tail Colour [Striped S] [Solid s]				
Feet [Webbed P] [Clawed p]				
Arms [Long L] [Short l]				
Legs [Tall T] [Short t]				
Horns [Horns H] [No horns h]				
Teeth [Sharp D] [Square d]				
Body [Round R] [Pear shaped r]				

Draw Your Monster: (name it)

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Part 2: MATING MONSTERS

Your monster has grown up now and wants to make some mini monsters. Find your monster a mate and complete the probability Punnette Squares for each trait:

Trait/alleles	Your monster	mate	Punnett Square	Phenotype probability
Fur Colour				
Eyes				
Tail Colour				
Feet				
Arms				
Legs				
Horns				
Teeth				
Body				

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Questions:

1. In the Making Monsters Section 1, were the parents of the monster Heterozygous or Homozygous?

   _____

2. What similarities did your second Generation Monster have that were common with its parents?

   _____

   _____

   _____

3. What traits do you have in common with your parents and your grandparents?

   _____

   _____

   _____

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