There is not one correct way to play the game so these are simple suggestions and you may change or add to it to make it work for your class.

1. Put them into groups of 3-4.
2. Have them take turns and turn a card over from the draw pile.
3. Ask them to identify the algae that was drawn. If they can't then the next person gets a chance to "steal". If the person identifies the algae correctly then he/she gets to keep the card.
4. The student with the most cards at the end wins.
   ****You may need a person that acts as a "banker" of sorts.

Round 2: Play the same way
Where would you find this algae ?
Round 3:
What is this algae used for?