

# **Codon Bingo**

Cynthia Mannix 1994 Woodrow Wilson Biology Institute

### Introduction

Codon Bingo is a stimulating game that involves deciphering the genetic code. It is a game designed for students to practice transcription and translation of codons. It has the advantage that it is a game that students enjoy while they actively participate. All students become engaged in this activity as it generates a lot of enthusiasm. As they play the game, they develop increased proficiency at unravelling the genetic code found in the base pairs. After playing this game, the task of transcribing the DNA base pair messages into mRNA codons and then translating the mRNA codons into amino acids becomes much easier.

### **Teacher Information**

#### **Preparation**

- Copy 1 blank bingo card for each student or team (included).
- Copy a set of the "codon game cards" (included). Cut these "codon game cards" into individual squares and place in a bingo basket for drawing.

#### **Instructions for Playing Codon Bingo**

- 1. Provide each student or team with the following:
  - 1 blank bingo card
  - several markers
  - 1 codon chart with RNA codons and their respective amino acids (found in texts)
- 2. Students are to write the name of all 20 amino acids on their cards. They may choose where they wish to position them. They will have some amino acids on their cards twice as there are 24 empty spaces to fill.
- 3. Once the bingo cards are ready, draw 1 "codon game card" from the basket and read the DNA triplet code to the class.{Please note: on the "codon game cards" the small 'D' is the DNA triplet (sense strand) and the small 'R' is the mRNA codon.} They must then transcribe the DNA base pair triplet into the RNA transcript. Then using a codon chart, they translate the mRNA codon into an amino acid. If they have that amino acid on their card somewhere they may place a marker on that space.

- 4. Discard the used "codon game card" by laying it to one side. You will need it for the checking process. Give the students enough time before drawing the next card especially in the beginning of the game.
- 5. Continue drawing and reading cards until someone yells "Bingo!" At this point check his or her decoding by having the student read the four or five marked amino acids. Point out that this is now a polypeptide. While the student reads out the amino acids, check for accuracy in the discard pile. If a student has made a mistake and marked an inappropriate amino acid, he or she is out of the game for this round.
- 6. Reward the winner(s) in some way to enhance motivation. Play the next round.

Variation #1: Instead of calling out the DNA triplet code on the "codon game card" call out the RNA codon and have them only translate into an amino acid. This is an easier variation and might be a way you would want to begin the first few rounds of the game for beginners.

Variation #2: When preparing the cards, allow the students to choose as many or as few of the amino acids as they like and position them on the bingo cards. {Note: It might be wise to restrict them from using fewer than two or three amino acids.}

Variation #3: The pace of the game can be slow or fast depending on the student population. After a few rounds of practice, picking up the pace can add a new challenge.

The teacher and students can create all sorts of variations and rules to add interest.

### **CODON BINGO**

	FREE SPACE	

# **CODON BINGO**

	FREE SPACE	

					Seconed	Positi	on				
			U		С		A		G		
		code	Amino Acid	code	Amino Acid	code	Amino Acid	code	Amino Acid		
/		UUU	phe	UCU		UAU	tyr	UGU	cve	U	Λ
/		UUC	prie	UCC	ser	UAC	tyi	UGC	cys	С	\
0	۰	UUA	leu	UCA	301	UAA	STOP	UGA	STOP	Α	
		UUG	icu	UCG		UAG	STOP	UGG	trp	G	
Position		CUU		CCU		CAU	his	CGU		U	\
	_	CUC	leu	CCC	pro	CAC	1113	CGC	arg	С	_
	"	CUA	100	CCA	p.0	CAA	gln	CGA	u.g	Α	Third
osit	First Position  C  C  C  C  C  C  C  C  C  C  C  C  C	CUG		CCG		CAG	9	CGG		G	
Ē		AUU		ACU		AAU	asn	AGU	ser	U	Position
First Position  C  C  C  C  C  C  C  C  C  C  C  C  C	AUC	ile	ACC	thr	AAC	uoii	AGC	501	С	<del>c</del> i	
-	<u> </u>	AUA		ACA		AAA	lys	AGA	arg	Α	-
First Position		AUG	met	ACG		AAG	1,50	AGG	uig	G	/
		GUU		GCU		GAU	asp	GGU		U	/
	6	GUC	val	GCC	ala	GAC	аэр	GGC	gly	С	/
\		GUA	1	GCA		GAA	glu	GGA	3.7	Α	/
First Position  C  C  C  C  C  C  C  C  C  C  C  C  C	GUG		GCG		GAG	giu	GGG		G	V	

					Seconed	Positi	on				
			U		С		A		G		
		code	Amino Acid	code	Amino Acid	code	Amino Acid	code	Amino Acid		
/		UUU	phe	UCU		UAU	tyr	UGU	cve	U	Λ
/	U	UUC	prie	UCC	ser	UAC	, y,	UGC	cys	С	\
/	۰	UUA	leu	UCA	301	UAA	STOP	UGA	STOP	Α	\
/		UUG	icu	UCG		UAG	STOP	UGG	trp	G	\
/		CUU		CCU		CAU	his	CGU		U	\
_	С	CUC	leu	ccc	pro	CAC	1113	CGC	arg	С	
sition	"	CUA	100	CCA	p.o	CAA	gln	CGA	u.g	Α	Third
osit		CUG		CCG		CAG	9	CGG		G	
P		AUU		ACU		AAU	asn	AGU	ser	U	Position
<u> </u>	А	AUC	ile	ACC	thr	AAC	asii	AGC	301	С	ğ
irst Position	^	AUA		ACA		AAA	lys	AGA	arg	Α	-
\		AUG	met	ACG		AAG	1,73	AGG	arg	G	/
First Position		GUU		GCU		GAU	asp	GGU		U	/
\	G	GUC	val	GCC	ala	GAC	аэр	GGC	gly	С	/
\	u	GUA	1.0.	GCA		GAA	glu	GGA	9.7	Α	/
\		GUG		GCG		GAG	9.0	GGG		G	/

, TG4	threonine	DD1 a	R ACC	D. T.G.T	B ACA	. TGG		thr	D CGA	B GCU	0.000		alanine	D CGI	B GCA	29.2 °	B GCG	D 7CA	BGU serine	D) 11CG	R BGC serine	D TCT	R AGA arginine	22Z a	R RGG arginine	D CCA	R GGU glycine	922 a	B GGC glycine	D. C.C.I.	R GGA	,
464	 serine	- L	B UCC	1.2	UCA	5	nce	serine		LCCU proline	9	CCC	proline		R CCA	DDD a	R CCG	D CTT	B GAA	2	B GAG	D ACA	_	ACC 1	R UGG	D GCA	R CGU	DDD a	R CGC arginine	7	R CGA	7,7,7
7.4.4	 isoleucine	TAG	<b>PUC</b> isoleucine	7	<b>PUR</b>	746	HUG	methionine	CAA	<b>GUU</b>	0.46	GUC	valine	CAI	GUR veline	CAC	<b>GUG</b>	TTA	BAU separagine	TTG	BAC asparagine	LLL	HAR lysine	LIC	<b>4</b>	CTA	GBU separtic acid	$\mathcal{D}L\mathcal{D}$	GAC separtic acid	ACA	UGU evsteine	
446.	phenylalamine	AAI	<b>UUR</b> leucine	10	9nn	644	l		$GAG$ $_{ m p}$	CUC	GA 7 n	Œ	leucine	$\overline{AAA}_{p}$	UUU R	GAC D	CUG R	ATA D	UBU R	ATG D	UBC R	ATT D	UBB	ATC D	URG stop	GTA D		GTC D	CAC Bittidine	GTT D	CAR R	