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3. At the beginning of BISC316, how comfortable were you with the fact that you might have to do a dissection on a cat? Circle one of the options below (1-very uncomfortable; 5-very comfortable).

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4. Now that you have completed all the dissections in BISC316 lab, how do you feel about doing the dissection of the dogfish shark? Circle one of the options below (1-very uncomfortable; 5- very comfortable).

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The lab modelling assignments, which I included based upon my research for this project had 73% of the respondents ranking them as useful to very useful. I received several emails from students who said they enjoyed the modelling activity because they found it very calming. Other students emailed that they weren't artists and found the modelling activity very time consuming.

The Guess Who Games – I developed two activities (normally a lecture activity) which are based upon the board game "Guess Who". The first activity focuses on the five Classes of fish we study in this course. The second activity focused on amphibians, reptiles, birds and mammals. Students do this activity in pairs and they take turns trying to guess which of the 20 vertebrates on the sheet was chosen by their partner. The first person to correctly identify the other person's vertebrate wins the game. To ensure that each person gives correct answers to their partner's guesses, each student is given a second sheet which lists the key characteristic of each vertebrate. These sheets can then be used as a study tool for the lecture exams. 86% ranked the Guess Who games as useful to very useful. In addition to being used as a study tool, I hoped that this activity would help to create a sense of community within the class and allow the students to make connections with other students as they played this game online with other students in the class.

After seeing instructor developed animations in my research for this project, I developed an Animation of the Shark Circulatory System – 100% ranked it as useful to very useful.

On Canvas I provided links to the following online resources and the respondents ranked them as:

Digital Morphology – 70% ranked it as useful to very useful
Morphosource 70% ranked it useful to very useful
E A 80%
HHMI Circulatorium 95% ranked it useful to very useful.

The overall average for online resources was 79%. The overall average for the resources created by me 86%. The results indicate that the respondents found all the resources that I su esoe

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