

Evolve a Monster

Created by Ellie Peterson 2025

*Adapted from Life in the Universe (LITU) Curriculum Files
SETI institute*

You will need a die to roll or other way to pick a random number from 1-6, paper, and drawing/ coloring supplies.

What shape is your monster's body?

- 1 = peanut
- 2 = blob
- 3 = circle
- 4 = oval
- 5 = trapezoid/rectangular
- 6 = long and skinny shape

How does your monster get around?

- 1 = crawl like a snail
- 2 = walks on land
- 3 = swims like a fish
- 4 = drifts like a jellyfish
- 5 = uses jet propulsion like a squid
- 6 = flies like a bird or bat

How many appendages (arms and legs) does it have?

Roll the die twice and add the numbers together

Number of eyes:

Roll the die for the number of eyes it has

But...

- 5 = as many eyes as you like
- 6 = no eyes

How does it hear or sense vibrations:

- 1 or 2 = ears on its head
- 3 or 4 = ears somewhere else (like a praying mantis is on its tummy)
- 5 or 6 = whiskers

Skin

- 1 = exoskeleton like a beetle
- 2 = scales like a snake
- 3 = spines like a porcupine
- 4 = mucus like a slug
- 5 = skin covered in fur
- 6 = tough, leathery skin like an elephant

What does it eat?

- 1 or 2 = plants
- 3 or 4 = animals
- 5 or 6 = children

If you eat plants you need protection:

- 1 or 2 = shell like a turtle or a snail
- 3 or 4 = horns like a triceratops
- 5 or 6 = venomous stinger like a bee

If you eat animals and children you need something to help you catch them

- 1 = sharp teeth and claws/talons
- 2 = venomous stinger like a scorpion
- 3 = a trap like a spider
- 4 = electric shock like an eel
- 5 = some part of you that looks like bait to lure them
- 6 = Camouflage to lie in wait