

PRACTICE AS A CURRICULAR COMPONENT IN THE TEACHING OF PARASITOLOGY FOR THE DEGREE COURSE IN BIOLOGICAL SCIENCES

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Practices as a Curricular Component (PCC) are activities that allow reflection on the content learned during the undergraduate course and didactic transposition in their professional work as teachers. Specifically in the degree course in Biological Sciences, the PCC must articulate biological knowledge with conditioning factors, particularities and objectives in formal basic education and in other non-school educational spaces. Following discussions on the approach to health education in basic education, students on the Biological Sciences degree course at UFCAT proposed the development of the "Parasito-on" game. The game was inspired by "Pokemon Hunt" and aimed to find evolutionary forms of parasites on UFCAT Campus I. An avatar of each parasitic evolutionary form was created using the "IbisPaint" application, purchased free from Google Play. The avatars were also accompanied by descriptions of the species such as biology, evolutionary cycle, pathogenesis and prevention. A total of 15 avatars were created: *Leishmania* sp (promastigote, amastigote and vector); *Trypanosoma cruzi* (trypomastigote, amastigote and vector); *Giardia lamblia* (trophozoite, cyst); *Trichomonas vaginalis* (trophozoite); *Entamoeba histolytica* (trophozoite, cyst); *Plasmodium* sp (merozoite and sporozoite); *Toxoplasma gondii* (tachyzoite and bradyzoite). The students mapped the campus using the "Google Maps" application to establish the hiding places of the "Parasito-nos" (parasitic evolutionary forms). To ensure that the game wasn't just virtual and had concrete material, the third group was responsible for making didactic models of the parasitic evolutionary forms out of biscuit. A hiding place was mapped out for each species. After finding the first point, accessing the QR-code, observing the avatar, reading the characteristics and analyzing the biscuit model, it was time to move on to the next point.

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