

The Survival Game

Learning Objective

To learn about resources in the ecosystem by pretending to be animals competing for food and shelter.

Did you know?

Palaeontologists have reconstructed many past ecosystems, and because of this, we have a good idea of what kind of environment dinosaurs lived in.

Dinosaurs were an important part of their communities, just like any animal today.

You will need:

Large space (e.g. hall or playground)

2 sets of coloured cards

Tape

Whistle

Part 1:

Designate one set of coloured cards as food and the other as shelter. Tape the cards around a wall, high and low, close together and far apart. The walls represent water and the players are amphibians who need water to survive. They must touch the wall at all times with some part of their body or they are out of the game. Players try to catch as many cards as possible, from the wall and other amphibians. To obtain cards from other amphibians a player must tag them on the elbow and then select one card from their collection. A player cannot tag the same amphibian twice in a row. After 5 minutes the players count how many cards they have.

How were you able to get the number of cards you did?

What difficulties did you have?

How can you relate this to what amphibians need to survive?

Part 2:

Repeat the game but this time tell some of the players they are reptiles.

Also, in this round, blow a whistle occasionally

Locate some of the food and shelter cards in places other than the wall. Reptile players do not always have to be in contact with the wall to survive.

They can leave to find food and shelter elsewhere

But must return to the wall to get water every time the whistle blows. After 5 minutes, players count how many cards they each have.

Did the reptiles get more cards?

How did the reptiles ability to move around help in getting cards?

