



SORT

and

CLASSIFY



CHAIN GANG

2 or 3 players






















Similar to dominoes

- 5 cards to each player
- Rest face down in a pile - turn over top card
- Players must match the card with another next to it in a food chain
- Each card played should touch any of the 3" sides
- If unable to match an edge, player should draw from the stack until a card is drawn that can be played.
- Any 3" edge can be matched - and play continues
- The player out of cards first - wins.
- If no cards are left and all players still have cards, the player with the least number of cards left - wins.



WEB WAR

2 players
Similar to WAR






















- Deal all cards evenly
 - Cards are kept face down in a stack
 - Players turn over one card at the same time
 - If the organism on one card is a consumer of the other organism pictured on the other, the person holding that card gets both, adding them to the bottom of his/her stack.
 - If the cards are unrelated, they go back to the bottom of each stack.
 - At any time, if spider or daddy long- legs comes up, a WEB WAR is called - both players stack 2 cards face down and a third card face up.
 - If one of the face up cards is a consumer, the person holding that card gets all the cards
 - If the cards are unrelated, the next 2 cards are turned over and so on until a match is made
 - Play continues until all the cards are won.
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GAIN A CHAIN

2 to 4 players
Similar to GO FISH

Goal is to connect as many food chains as possible before the cards in the pile are gone

- Deal 5 cards to each player
 - Stack remaining cards in middle of table
 - Each player in turn asks the person on his/her left and asks for a specific card - like "Do you have an earthworm?"
 - If the player does, the card must be given
 - If the player doesn't, the response is FIND FOOD and the player draws the top card from the pile - if the card drawn is the one asked for, it must be shown before being placed in the hand and the player gets another turn.
 - The game ends when the player being told to FIND FOOD takes the final card from the stack.
 - Players then organize their cards according to food chains
 - Pts: 1 pt for each card in a 2 card chain
2 pts for each card in a 3 card chain and
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so on





CHAIN BUILDERS

2 players or 2 teams

Opposing players try to complete food chains

- All cards face down in center of table
- First team/player draws one card and puts it face down where all can see.
- Second team/player does the same
- As each new card is drawn, the player/team lays it down with another card that could be in the same food chain
- As the game progresses, the cards on each side can be rearranged to form different chains.
- When all cards have been drawn, each player/team arranges the cards on their side to form chains to give them the most possible points

2 pts for each card in a complete food chain

1 pt for each card in an incomplete food chain

Subtract 1 pt for a card placed in a chain where it doesn't belong



CONSUMER CONCENTRATION

2 to 4 players

- Lay out all cards in rows/columns
- Each person in turn flips over 2 cards
- If they are "linked" - the player picks up the cards to keep. If not, the cards are turned back face down (LINKED pair has nothing between them)
- If a linking pair is found, the player gets another turn, If not, it's the next player's turn
- The game ends when all cards are gone or when all players agree that there are no more linking pairs left on the table.
- Winner is player with most cards



A WEB OF CARDS

Each student gets a card and helps to form a living food web

- Students face center of room -
PRODUCERS near the center
CARNIVORES around the outside SUN
in the middle to represent energy
 - Run pieces of yarn from each consumer to each of the organisms it consumes
 - When all links are made, talk about all the connections
 - Remove a single student and all his/her connections to see the impact of a single change
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