

Species Cards Activities



Species Cards – Activities

Sorting and Classifying

1. Group in one or two circle **Venn Diagrams**. Some possible categories to include:
One circle – producers; insects; carnivores; vertebrates
Two circles – herbivores/invertebrates; carnivores/vertebrates; mammals/omnivores etc.
2. Organize the cards according to *how many predators* are listed for each organism. Arrange the cards to form a **representational graph**. Transfer the information to a graph of your own design. Organize the cards again to show the number of organisms eaten, graphing the results. Discuss the reasons that some cards are left out either way.
3. Find as many *chains* as possible for two, three, four, five links. **Graph** the results.
4. Make a **dichotomous key** using all the cards.
5. Organize the cards as follows according to their *shortest possible chain*: producer; one link to producer (herbivores); two links to producers; three links to producers, and so forth. Display the data as a bar graph, a circle graph or both.
6. Set specific time period and *survey the playground*, tallying the number of individuals spotted for each card. Organize the results in a variety of ways.
7. Encourage students to come up with their own means of displaying the data in the cards.

Web War – Similar to the card game “War.”

Deal out all cards evenly. Each player holds their cards face down in a stack. Each player turns over a card at the same time. If the organism pictured on one card is a consumer of the organism pictured on the other, the person holding that card gets both, adding them to the bottom of their stack. If the cards are from unrelated food chains, they go back to the bottom of each person’s stack.

However, any time either of the spider cards or the daddy longlegs cards comes up (not necessarily at the same time), a “Web War” is called. Both players stack two cards face down and a third card face up. If one is a consumer or the other, the person holding that card gets all the cards from that “Web War.” If the two cards are unrelated, each player turns over one more card, and so on until the “war” is won.

Gain a Chain – Similar to the game “Go Fish.”

Deal five cards to each player. The remaining cards are put in a stack face down in the middle of the playing area. ***The goal is to connect as many food chains as possible before the cards in the pile are gone.***

Each player, in turn asks the person on their left for a specific card i.e. **“Do you have an earthworm?”** If the player does, they must give up the card. If they do not have the card, the response is, **“Find Food.”** In that case, the player draws a new card.

The only time a second turn is earned is if the player draws the card that they asked for. The card must be shown immediately, before being placed in the hand.

Consumer Concentration

Lay out the cards face down in a neat array.

Each person in turn flips over two cards. If they are linking pair – the two cards are next to each other in the food chain- the player picks up the cards to keep. If not, the cards are turned back face own.

Note: To be a linking pair, the two organisms may not have anything else on the food chain between them. For example, a hawk and a mouse are a linking pair, but a hawk and grain are not.

Chain Builders -Opposing players try to build complete food chains.

Put all the cards face down in the center of the playing area. The first player draws one card and puts it face up where all can see. The other player does the same. The game continues with the players taking turns drawing cards. As each new card is drawn, the player lays it down with another card which 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 the cards have been drawn, each player or team tries to arrange the cards on their side to form chains to give them the most possible points.

Scoring:

2 points each for cards in a complete food chain (from producer to highest level consumer with no predators).

1 point each for each card in an incomplete food chain.

0 points for isolated cards