Biodiversity on my Land Quick Activity Instructions and Equipment List Stages 1 - 4



Biodiversity Conservation Trust



Biodiversity on my Land: Quick Activity Instructions Stages 1 - 3 Players 4 Recommended time 20 minutes

Instructions for Habitats Game

1) Read the information about each animal species. The information has clues about where these animals live, eat and hide.

2) Pick up each animal and place it where you think it would be found in the ecosystem.

- 3) Work together to place all of the animals on each ecosystem.
- 4) Check with your teacher to see how many you got right!

Did you know? The places that animals eat, sleep and hide are their homes and are called habitats. Why do you think we need to protect an animals habitat?

Equipment list on back.

Habitats Game Equipment

- 1 x Woodland Ecosystem Habitat
- 1 x Semi-arid Ecosystem Habitat
- 1 x Grassland Ecosystem Habitat
- 1 x Forest Ecosystem Habitat
- 1 x Wetland Ecosystem Habitat
- 1 x Habitat Clues for Woodland Ecosystem
- 1 x Habitat Clues for Semi-arid Ecosystem
- 1 x Habitat Clues for Grassland Ecosystem
- 1 x Habitat Clues for Forest Ecosystem
- 1 x Habitat Clues for Wetland Ecosystem Habitat
- 1 x Set of Woodland Cut-out Animals
- 1 x Set of Semi-arid Cut-out Animals
- 1 x Set of Grassland Cut-out Animals
- 1 x Set of Forest Cut-out Animals
- 1 x Set of Wetland Cut-out Animals

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Instructions for Celebrity Heads

1) One "Detective" sits on a chair facing the rest of the group.

2) Someone from the group picks a random "Celebrity" card and places it above the "Detective" without them seeing what it is.

3) The "Detective" now asks **yes or no questions** about the "Celebrity", which are answered by the group. Think about physical features, or what ecosystem they are found in.

4) The "Detective" gets **10 questions** to guess what "Celebrity" they have before swapping with another student.

5) If the "Detective" guesses correctly, they can then pick the next detective.

Example questions:

Is the celebrity a mammal? Does the celebrity have scales? Is this celebrity found in a woodland?

Did you know? All of these "Celebrities" can be found in New South Wales.

Equipment List:

- 15 x Basic Animal Group Cards
- 9 x Species Group Card Expansion Pack

You will need:

- A chair
- Some blue tack or magnets
- A whiteboard.



Biodiversity on my Land: Quick Activity Instructions Stages 1 - 2 Players 4 Recommended time 20 minutes

Instructions for Corridors Game

1) Players take it in turns to roll the dice and move the number of spaces that the dice shows. If the dice shows 2 dots, then the player must move their glider two spaces.

2) The first glider to reach the finish space wins.

3) If you land on a **tree corridor** space you must move up to the space at the top of the tree.

4) If you land on a **stop** space you must move down the road to the space where the road ends.

5) If you land on a **fox** space you must miss a turn.

6) If you land on a food space you must move forward one space.

7) If you land on a **fence** space, you must roll a 4 or higher before you leave that space.

Did you know? Gliders need trees to move from one place to another. Fences and roads make it hard for them to travel safely without being eaten by feral animals like cats and foxes. How can we help gliders travel?

Equipment List:

- 1 x Corridors Game Board
- 4 x Koala Pieces
- 1 x Dice

Biodiversity on my Land: Quick Activity Instructions Stages 3 - 4 Players 4 - 6 Recommended time 20 - 40 minutes

Instructions for Conservation-opoly

Setup:

Shuffle the Random Events, Conservation Zone and Market place into separate piles and place them face down in the middle of the board.

Place each Habitat Card and Paddock Card next to the corresponding picture around the outside of the board. Place all Farmer counters on the Conservation tile.

All Players start with 200 Australian Dollars (\$), and 100 Biodiversity Points (BP)

Decide on the amount of time you want to play. Set up a timer to count down from that time.

Gameplay:

Players take it in turns to roll the dice and move clockwise around the board the number of spaces that the dice lands on. Depending on what space the player lands on, they will need to perform one or more actions below.

If a player lands on a paddock space:

Pay the cost on the card to all other players that own this paddock card. Then, if there are unowned paddocks of this type, they can choose to buy it at the cost written on the space and pick up that paddock card.

If a player lands on a habitat space:

All players with that habitat card gain the number of BP written on the card from the points pile. Then, if that player does not already own this type of habitat, they can choose to spend \$ to conserve this habitat to gain BP and gain a habitat card.

If a player lands on a random event space:

Pick up a random event card from the top of the deck and perform the action stated on the card.

If a player lands on or passes the conservation zone:

If the player owns one or more habitat cards, they have successfully protected a native species. They then pick up one conservation zone card from the top of the deck. Each conservation zone card is worth a certain amount of BP and has a fact on it. That player must read the fact out loud.

If a player lands on or passes the market zone:

If the player owns one or more paddock cards, they have successfully cared for their paddock and can pick up one produce card from the top of the deck. Each produce card is worth a certain amount of \$ and has a fact on it.

End Game:

The game ends when either the timer runs out, or there is only one player left.

If the timer runs out: All players add up their \$ and BP, and the player with the highest total wins. E.g. \$100 + 100BP = 200 total

If a player must pay \$ or BPs for an action and they do not have enough: That player is out of the game. Their paddocks and habitats are not returned to the game.

What do you think? Should people care for habitats on farms?

Equipment list on back.





Equipment List:

- 1 x Conservation-opoly Game Board
- 4 x Character Pieces
- 1 x Giant Die
- 24 x Habitat Cards
- 16 x Paddock Cards
- 44 x Marketplace Cards
- 45 x Conservation Zone Cards
- 48 x Random Event Cards
- 16 x \$50 Notes
- 16 x \$20 Notes
- 16 x \$10 Notes
- 16 x \$5 Notes
- 16 x 50 Biodiversity Point Cards
- 16 x 20 Biodiversity Point Cards
- 16 x 10 Biodiversity Point Cards
- 32 x 5 Biodiversity Point Cards

You will need:

 A notepad or piece of paper and a pencil per player to keep score Biodiversity on my Land: Quick Activity Instructions Stages 1 - 3 Players 6 - 8 Recommended time 20 - 40 minutes

Instructions for Conservation Play

- 1. Work in groups of 3 to 4 and come up with a short play about how we can conserve biodiversity and protect threatened native plants and animals or the ecosystems they live in.
- 2. Use the costumes, animal crowns or puppets provided to create your play.
- 3. Groups go in turns showing each other their play.

Ideas:

- A play about scientists working with farmers to protect a threatened animal.
- A play about a squirrel glider trying to get from tree to tree without the fox catching them.
- A play about some tourists staying at a beautiful woodland. Describe what they see.
- A play about a daring koala and their parrot friend who wants to convince humans to stop removing hollows or fallen logs from ecosystems.



Equipment List:

- 4 x Koala Animal Crowns
- 4 x Parrot Animal Crowns
- 1 x Kangaroo Hand Puppet
- 1 x Koala Hand Puppet
- 1 x Emu Hand Puppet
- 1 x Wombat Hand Puppet
- 1 x Rainbow Lorikeet Finger Puppet
- 1 x Green Frog Finger Puppet
- 1 x Sheep Finger Puppet
- 1 x Cow Finger Puppet
- 1 x Chicken Finger Puppet

You will need:

- Scissors and tape for the animal crowns
- Get creative, grab some branches or leaves from the playground as set props.

Biodiversity on my Land: Quick Activity Instructions Stages 1 - 2 Players 2 - 4 Recommended time 5 - 10 minutes

Instructions for Animal Snap

Setup:

All players sit in a circle. Someone shuffles the deck and deal the same number of cards each player cards until there are none left in the deck. players cannot look at their cards and place the **face down** in a pile in front of them.

Gameplay:

- 1. Pick a player to go first. This player turns over the top of their pile and places it **face-up** in the middle of the circle, starting a new pile.
- 2. Each player takes it in turns to do this with their pile, all placing their top card **face-up** on the middle pile. Go clockwise from the first player.
- 3. When a player turns over a card and places it on top of a card with the same animal on the middle pile, the first person to yell **'SNAP!' and place their hand on the matching cards** wins all of the cards in the middle. They then place these at the bottom of their pile and start the middle pile again.
- 4. If a player yells **'SNAP!' and places their hand on cards that do not match** they have to give the card on the top of their pile to the player on the right.
- 5. Any players who runs out of cards is out of the game.

End Game:

The game ends when only one player has all of the cards, they are the winner.

How many different animals are there in the card game? Equipment List:

• 1 x Animal Snap Deck with 52 Cards

Biodiversity on my Land: Quick Activity Instructions Stages 1 - 2 Players 2 Recommended time 5 - 10 minutes

Instructions for Animal Memory Game

Setup:

Someone shuffles the pieces and neatly places them the **face down** in front of both players.

Gameplay:

- 1. Pick a player to go first. This player flips over two pieces. If they match, the player collects both pieces. If they do not match, the player must flip them back face down.
- 2. It is then the next players turn. they also flip over two pieces.
- 3. Continue until all pieces have been matched.

End Game:

The game ends when there are no pieces left to match. The player with the most matching pairs wins the game.

How many different animals are there in the game?

Equipment List:

• 1 x Animal Memory Card Wooden box with 24 pieces