

"Nature calls" Activity



Target Audience: Children ages 4-11
Time to play: 15 minutes
Difficulty level: Easy

Required Materials: Enough blindfolds for all of the participants.

Instructions

This activity is played in three rounds and is designed to demonstrate how species richness and evenness is affected when habitat is degraded. The first round represents a habitat with balanced species richness and evenness with all initial animal species represented in equal numbers. The second round represents a degraded habitat that no longer supports a broad diversity of species with some species missing and disproportionate numbers of the remaining species. The final round represents a habitat so degraded that only a few species are able to live in it. Important questions to ask at the end of this activity are what sort of real life habitats look like the third round of the game, what happens to the animals that used to be in the habitat, what sort of things can stop animals from being able to live in a habitat and what are some of the characteristics of good habitat. Dropping hints to the answers of these questions during the game will improve participant response.

Round 1:

- Each participant is given a blindfold to wear during the game.
- Each participant is given a random card with an animal type on it (use green backed cards). There should be just one other person with the same animal card in the group.
- Participants wear blindfolds and make the sound/call of their animal, walking around and trying to locate the other person who also has their animal. Once they find their partner they may take off their blindfolds and stand in place.
- The round ends when everyone has found their partner.

Round 2:

 Same as round 1 except the animal types are distributed differently (Use yellow backed cards). One half of the group has the same animal type.

Round 3:

 Same as round 1 except the animal types are distributed differently (use red backed cards). At this point almost everyone has the same animal type. Two or three participants have no matching partner.

