

# BEC GAMES

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## QUICK FROZEN CRITTERS

Students learn about predator and prey interactions with this Project Wild game. There are coyotes hunting for food and the cottontails must secure three pieces of food to survive while “freezing” and hiding in brush piles.

## MIGRATION HEADACHE

Students learn about the perils faced by migrating birds while playing this Project Wild Aquatic game. As the “flock” moves from nesting to stopover to winter habitats they face real life obstacles that affect how many habitat squares are available at each site. No one is out forever, because new chicks are born each nesting season.

## BIRDS AND WORMS

How does a worm avoid being eaten? The use of camouflage and its effectiveness are witnessed as the “birds” flock over the playing field gathering different colors of “worms”. Students create a 3-D graph with their worms to visualize their results. This game is a Project Learning Tree activity.

## HOW MANY BEARS IN THIS FOREST?

In this Project Wild game, students are a population of bears. The bears are given an area of food tokens to collect from. Some bears are impaired with blindness and injury. Students go over the results of the food collected by each bear to see how many survived, how varied their diet was, and to learn how carrying capacity and limiting factors work in an ecosystem.

## ARE YOU ME?

This Project Wild Aquatic game is geared toward younger students as they search among their classmates to find mother and child matches. Students review how some mothers and children look alike, while others are completely different.

## HAZARDOUS LINKS, POSSIBLE SOLUTIONS

This Project Wild game is geared toward older students. Students discuss basic food chains and examples of food chains locally. Then they act out a grasshopper, shrew, and hawk food chain as they “feed”. However, there is a surprise chemical that has found its way into their simulated food chain. Students then learn about bio-magnification and the ability of chemicals to “travel” in food chains and effect animals that are not the targets of the chemicals.

## OH DEER!

Students learn about the four components of a habitat (food, water, shelter, and space). While simulating a deer herd, the students see how the incorrect balance or lack of any of these components can impact how many animals survive. Project Wild activity.

## VIEW POINTS ON A LINE

This Project Learning Tree Activity allows students to explore their views in a non-biased environment. Statements are read out to the group as a whole. Students then position themselves along a scale of 1-10 that reflects if they agree or disagree with the statement. The students are then given the opportunity to share why they chose their position along the scale. Students do not have to share why they chose their particular position on the scale if they do not want to.

## COMMON WATER

How does water quality and quantity change as more and more people use a water source? In this activity, students role play water users of a small water source. As they fill their sponges acting out their roles for each historical scenario, they watch how the quality and quantity of their water source changes. Project Wet activity.

## CLEVER CATCHES

These fun “review” tools are beach ball sized balls covered in questions over a particular topic. Students toss the ball back and forth to classmates. When a student catches the ball, the question lying under one of their thumbs is the question they have to answer. These can be requested as individual topics or multiple clever catches can be used together to review multiple subjects at once. Current Clever Catches available are:

- Rocks
- Minerals
- Birds
- Insects
- Alternative Energy
- Reptiles

