

THE FOOD CHAIN GAME

FC

- The teacher should explain the basic differences between herbivores, carnivores and omnivores and emphasise the importance of plants as the starting point for food chains.
- Cut out the Food Chain cards along the dotted lines on each sheet (Food Chain cards have “FC” in lower right hand corner of each card).
- The pack of cards is shuffled and one card dealt to each pupil.

The pack has 31 cards and is designed to show the general universality of trophic levels from:
PRODUCERS > CONSUMERS > PREDATORS > TOP PREDATORS

This is demonstrated by using groups of cards representing the following habitats:

- LOCH NESS BEASTIES ----- Algae, Plankton, Fish, Nessie
- DOWNLANDERS ----- Grass, Rabbit, Fox
- JURASSIC PARKERS ----- Cycad, Triceretops, Tyranosaurus Rex
- THE WILDWOODERS ----- Dead Leaves, Worm, Robin, Hawk
- ANTARCTIC CHILLERS ----- Algae, Plankton, Fish, Seal
- THE GARDEN GANG ----- Vegetables, Snail, Blackbird, Cat
- SAVANNAH HOTSTUFF ----- Grass, Zebra, Lion
- TUNDRA TOUGHIES ----- Mosses & Lichens, Caribou, Wolf
- THE NIGHT CLUBBERS ----- Grain, Mouse, Owl

PLAY THE GAME USING THE WALLBOARD

As a classroom activity:
 Construct a large table with THE HABITATS listed along one axis and PRODUCER - CONSUMER - PREDATOR - TOP PREDATOR along the other axis.
 Each pupil may then place their own card in the correct position.

PLAY THE GAME USING AN OPEN SPACE

Pupils can hunt to find the other members of their habitat and then line themselves up in the correct order. The teacher should then visit each line to make corrections and emphasise the order of relationships.

