



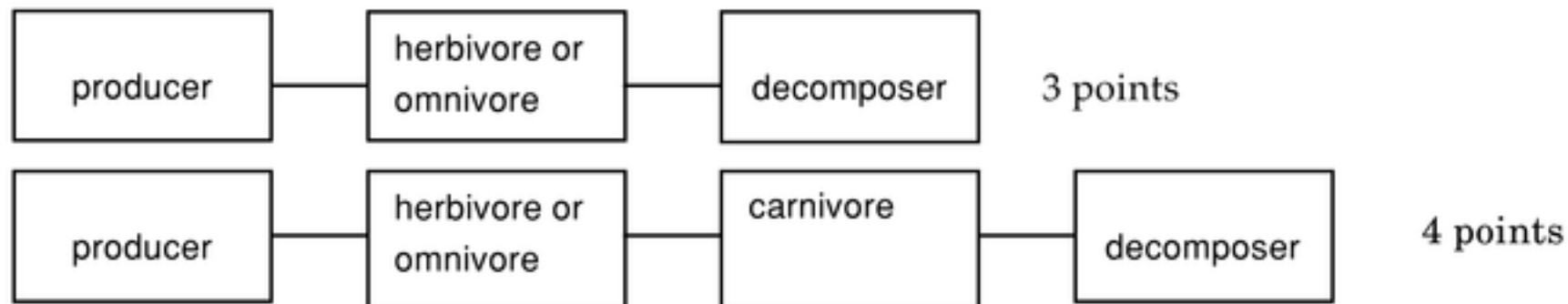
“GO FISHING” GAME

INSTRUCTIONS

Objective

To win the most points by collecting cards to make food chains

Scoring



Game Set-up

Add two more sets of producer cards to the stack of stream life cards the students use in the game. Place the cards in a box or bowl to represent a pool in the stream. [Optional: Before using the stream life cards to play the game, have students label the cards with a letter P, H, O, C or D so that they may easily identify whether or not they have a producer, herbivore, omnivore, carnivore or decomposer card. This will make the game run more smoothly.]

To Play

Each team has one student fish two cards from the stream pool (with eyes closed).

- Teams organize and study their cards to see what they need to complete a food chain. (Each card has information on what the organism eats and/or is eaten by. For the purpose of this game, teams only need to assemble a chain with a card from at least three categories. See Scoring above.)
- Teams conceal their cards from other teams. Taking one turn at a time, each team selects another team to ask for a producer, herbivore, carnivore, omnivore or decomposer card. Each team takes only one turn at a time whether they succeed in collecting a card from another team or are instructed to “go fishing.”
- If the team asked has a card, the team must hand over the card to the team requesting it. If this leaves the team with only 1 card, they may draw another from the stream pool.
- If the team does not have a requested card, they instruct the other team to “go fishing.” A student from the team that requested the card then fishes one card from the pool (with eyes closed).
- If a team has enough cards (at least three) for a food chain, the team places those cards down and fishes for two more cards from the pool.

To End the Game

Once all cards are fished from the pool, add up points for completed food chains. A score sheet may also be tallied while the game is being played.