

## Animal Connections Game

**Objective:** Using the knowledge learned in the **Animal Worksheet** activity, students will identify connections among animals. They will identify and explain relationships between herbivores, carnivores, and omnivores.

**Materials:** Tape or safety pins, pictures from **Animal Worksheets**

**Procedure:** Tape the tags made in the **Animal Worksheet** activity to the students' shirts reviewing the terms herbivore, carnivore, omnivore, predator, and prey. Have the students form two teams and tell them that they are going to play a form of "Red Rover, Red Rover."

1. The students, wearing their nametags from the Animal Worksheets, form two teams.
2. The first person on the left side of the team's line starts. When the team calls "Red Rover, Red Rover send (the name of an animal) over", that person must call an animal that matches what they are. A herbivore can only call a herbivore or a carnivore can only call a carnivore. An omnivore can call anything since it has something in common with all of the groups. But the omnivore has to say how that person (animal) matches them. The colors on their tags will give them hints about which animal they can call. If, as the game progresses, there are no matching herbivores or carnivores left the calling person can select an omnivore since they will eat either plants or animals. If, near the end of the game, there are no herbivores for the calling person to select, that person has to go to the other side. (Because if only carnivores are left the carnivores would eat the calling herbivore, it would be the animal's prey – so they go to the other side. Or if there were no carnivores, the carnivore would die and become a plant for the herbivore to eat! They have to go to the other side.)
3. Once the person has been called s/he runs to the other side and tries to break through the line. If s/he is unsuccessful, s/he stays on that side going to the right side (end) of the line. If s/he is successful, s/he takes an animal back to his/her team. The animal has to be one with which s/he has some connection. For example if the person breaking through is a coyote, s/he can bring back any herbivore because s/he would eat them, because s/he is a predator. If the person is a bison, s/he might bring back a prairie dog because they both live in the prairie and eats grass. They must tell the group why they are taking that person (animal) with them. If they can't make a connection, they have to stay on the side just like the people who can't break through.
4. The game progresses with the next team calling "Red Rover." The person on the left side of the line makes the selection of the person (animal) to run across.
5. Continue until desired and then discuss the types of relationships that the students named and why it was sometimes hard to make the connections.

