



QUICK FROZEN CRITTERS

Number of players: 10+

Space: Open space

Materials: Food tokens [3 per student]; bandannas [1 per predator]; hula-hoops, chalk, or string to mark temporary shelters.

Procedure:

Leader explains that this activity is an ecological version of freeze tag focusing on predator/prey relationships [cottontails/coyotes, deer/mountain lion, etc.]. Players will become either predator or prey and compete for food and shelter. Choose one predator for every 4-6 prey. Predators are identified with bandannas. Set up the playing field with food source tokens on one end, a primary shelter area on the other, & temporary shelters [hula-hoops] scattered between them. The goal of the prey animals is to move from the primary shelter to the food source and collect one food token. Then they must return to the primary shelter. To survive, each prey must collect 3 tokens safely. Prey has two means of protection — 1) they can freeze or 2) go to a temporary shelter. The only movement a frozen player can make is to blink eyes. Predators start the game anywhere in the open area between the prey's primary shelter and food supply. Each predator must tag or capture 2 moving prey to survive. When a prey is captured, s/he is taken to the sidelines by the predator and becomes a predator in the next round; predators that don't get enough food become prey in the next round.

Possible side coaching:

- "Keep in mind your main goal is survival!"
- "How can you vary your movements to help you survive?"

Variations:

Track and graph the survival rates after each round.

Processing points:

- What did you notice about the survival rates in each round?
- What human pressures affect predator/prey relationships?
- What should humans do if these relationships are out of balance?

Possible learning areas:

Predator/prey relationships, adaptation, human impact on nature

Source: Project Wild