

# Ecosystems Web Game



## Purpose:

This activity provides visualization of the ecosystem interactions and encourages critical thinking in relating different animals and plants to one another.

## Materials:

- Ball of yarn/string
- Animal/plant index cards (slips of paper with the name would suffice)

## Directions:

- Provide each student with a different plant/animal
- Arrange the students into a circle all facing one another
- The first person will state their given animal/plant, then toss the ball of yarn to another student of their choosing while holding the end of the string
- The person that catches the yarn will then state their animal/plant and how it relates to the previous one
- After connecting to the previous organism, they will toss the yarn to the next student of their choosing while holding onto part of the string on the end that is closest to the student that threw them the yarn
- The ball of yarn cannot be passed to someone who has already contributed to the activity until all of the organisms have had a turn to catch the yarn
- By the time the whole class has caught and thrown the ball, a large “web” should have formed in the center of the students
- Discuss what would happen if parts of the web were removed
- You can play the game multiple times throwing the yarn to new people each round finding new way that the plants/animals are connected to one another