

WEB OF LIFE

A nature-based connection game

This game helps students identify parts of their local ecosystem and think about how each is connected to others around it. Students explore how impacts on one part of the ecosystem affect other parts.

Food Web: a network of feeding relationships where nutrients and energy are passed on

Wildlife Web: interconnected relationships between species that depend on each other for food, shared habitat, or energy needs

Materials: Web of Life picture cards, a large ball of string

Time: 25-30 minutes

Instructions:

1. Print and cut out the attached pictures of the living things found in the coastal temperate rainforest.
2. Discuss the terms 'food web' and 'wildlife web' and then have all students stand together in a circle.
3. Hand out a card to each student and ask them to place it on the ground in front of them.
4. Ask if there is something in the circle that everyone ABSOLUTELY needs (sunshine). Give that student the end of the ball of string and ask them to hold on to it.
5. Ask the students what might use light from the sun (plants). Pass the ball of the string to a student with a plant card (perhaps a tree) and have them hold onto part of the string. Ask what depends on that plant (perhaps something that lives in a tree, like an eagle or an owl) and pass the ball of string on. Continue on with this until every student is holding on to the string.
Example: What do eagles eat? Salmon. What else eats salmon? Orca, bear, etc. Where do bears take the salmon? To help fertilize trees. What else helps fertilize? Fungus, banana slug, etc.
6. Once every student is holding a section of string, give scenarios where you "lose" one part of the web (ex. cedar trees are all logged, marbled murrelet birds go extinct) and have the student with that card tug on the string. Try to pick realistic issues that happen in the rainforest, but allow students to choose scenarios and help if necessary. For example, if they say "No more salal berries", ask them to think of what might cause this (over-harvesting, clearing land, etc.) before moving to the next step.
7. Ask if other students feel the string being tugged and, if so, have them raise their other hand that is not holding the string. Have students look around to see what species are directly affected.
8. Ask those with their hands up to tug on the string, and when other students feel tugging, have them raise their hands and tug. Eventually, all students will have their hands up!
9. Ask the students what they noticed about the game and what connections they can make.

Tips:

- If students get stuck with making a connection, ask a prompting question such as, "What are the two key features we find in the rainforest? What animals and plants do we find here?"
- Each time you pass the string, pass it above the web. This will help when you clean it up later!
- Go through these connections fairly quickly, until all students have a piece of the string to hold. It is important that nobody moves the string until you ask them to.



SALAL



HUCKLEBERRY



CEDAR



SWORD FERN



SALMONBERRY



PINE MUSHROOM



CHANTERELLE MUSHROOM



DEVIL'S CLUB



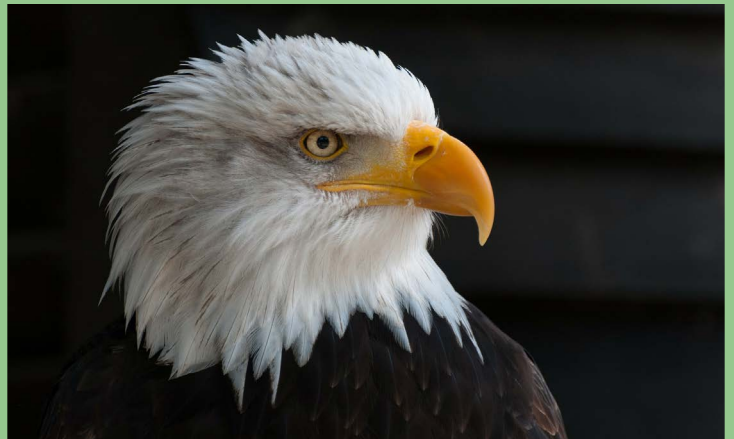
BLACK BEAR



GRIZZLY BEAR



BLACK-TAILED DEER



BALD EAGLE



WINTER WREN



PILEATED WOODPECKER



VARIED THRUSH



MARBLED MURRELET



PACIFIC TREE FROG



ROUGH-SKINNED NEWT



NURSE LOG



BANANA SLUG



STREAM



PACIFIC SALMON



SOIL



PEOPLE



CARABID BEETLE



MOSS



GRAY WOLF



RED ALDER



MARMOT



DOUGLAS FIR