

## NATURE AWARENESS GAMES

**DUPLICATION:** (variation of Kims game) Have 15 or more nature items on a tray. (Pick items only from the ground-- make sure items are returned to their natural surroundings when finished with the game). Each person studies tray and after a given amount of time the tray is removed. Each girl writes down the items she has seen on the tray.

**Variation:** Put items in large bag and each girl feels into bag and tries to remember what she feels (touch only, no pecking). Some items can be: pinecone, piece of bark, moss, pebble, leaf, etc.

**SQUIRREL TAG:** Half of the girls are squirrels, one player is the fox, and the remainder of the group represents trees. The trees are spread around the area making tree-like gestures. The fox chases the squirrel, who are safe if they are touching a tree (only one squirrel to a tree). If the fox captures a squirrel, that squirrel becomes the new fox and the fox becomes a squirrel. Every few minutes, call a time out and exchange the squirrels and the trees. It will become apparent that the trees provide protection for the squirrels. Changing the balance to make more squirrels than trees will make the girls aware of how much easier it is for the fox to catch the squirrels when they do not have adequate protection.

**ANIMAL BINGO:** To start each game, give each person a large sheet of paper and a pencil. On a signal, each girl starts writing names of as many different animals as she can think of, one in each block, until all the squares are filled. Wait until everyone finishes filling the squares. Then read the previously prepared list slowly while each player crosses out on her own sheet the names of animals as read. Anybody who gets five crosses in a row vertically, diagonally, or horizontally, calls "Bingo." Keep on reading until the first vertical, first horizontal, and right and left diagonals have been called.

**BALANCE OF NATURE GAME:** The group is divided evenly into three groups. These groups represent lettuce, rabbits, and bobcats (any food chain works) and each group has a specific sign which distinguishes them from the others (a clenched fist for lettuce; fingers on top of head for rabbit ears; and a moving hand behind your back for the bobcat). The bobcats try to catch the rabbits, the rabbits try to catch the lettuce, and the lettuce try to catch the bobcats, (when the bobcats die, their bodies fertilize the soil and provide nourishment for the lettuce). If the chaser succeeds in tagging her victim, the victim then changes species and becomes whatever she has been tagged by. It is wise to set boundaries for this game, as there are no limits to which a hungry bobcat in pursuit of a rabbit will not go. After a few minutes of play, call the participants in and count how many rabbits, bobcats and lettuce there are. Often, one species will be quite low at this point. Make sure the girls know how many of each species there are, then let the tagging start again. After a few more minutes, call them back again and count them again. Often the dying species will have made a remarkable recovery. The girls can see that population is important and establishes a balance. If there are only a few rabbits, there will be plenty for them to eat (lettuce) and their predators (bobcats) will have a harder time finding them. Therefore, it is likely that the rabbits will make a comeback. Another possibility is to insert one player who represents man into the game. Man can touch everything else and change them to man. However, nothing can tag man. When this happens, call the players back and talk about what has happened. The players will realize that man is in trouble because there is nothing more to eat.