

## Teacher's Guide

You'll need to cut a lot of pieces for this game. It will take time but if you laminate them or print them on quality paper the game will last long. All of my classes love this game and still remember it many years later, so it will be worth your while. I promise!

- Cut all the animal pieces out. You need 20 animals of the same species for each of your pupils. If you print the entire pdf-file you'll have pieces for 24 children.
- Print the question cards. Each pdf is for one group. I print them on coloured paper. This way, you can easily find the origin of a piece left on the floor after use.
- Print a game board for each group in A3-format or bigger.
- Find pearls, buttons or other little things to use for pieces to move around the board.
- You also need a dice for each group.
- The purpose of the game is not to go extinct. Or rather; to understand why a species could go extinct and what it takes to save it. Start by telling the pupils that there are no winners and losers but that we play this game to learn how the balances of nature works.
- I draw a big cross on the blackboard and ask the children to write the name of the species that go extinct under the cross. I don't like them to write their names as it gets to personal and the children react badly to it. If their species goes extinct, I give them a new species. Just as nature will; New species take the place of extinct ones.
- When the game begins, the children will sit with the board and a pile of extinction cards in front of them. Each pupil will have 20 cards of a distinct species to start with. They roll the dice and they lose or gain individuals as they go along. The rules are on the board but you might have to help them when they begin the game.
- They can never get more than the original 20 species cards. Explain "carrying capacity" to them if you like.
- I have never played this game without at least one crying and upset child. They find it very hard when their species go extinct. This is fine as it is the way nature works and as they learn a lot from their personal experience with empathy. Nonetheless, you need to be ready to **listen, give comfort and explain**.
- In the end, you and the pupils talk about what makes species live and die together in class. You can spend the time and energy you wish on this conversation as the children will go on endlessly 😊
- I usually play this game with 11-12 years olds but you know your students and know what is best for them.

*Hanne Legene*