The Habitat Game – Set up and Gameplay

By Amy Eycott from an original concept by Kevin Watts

Contents:

1x game board or grid

If drawing the grid it must be of 6x6 squares, labelled A,B,C,D,E,F across the top and 1,2,3,4,5,6 down the side.

140 habitat squares

9 animal cards (2 sets - one for players ages 8+ and one for players aged 10+)

9 animal player pieces

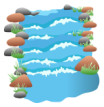
3 dice (indicating row, column, and habitat)

Set-up:

The 'board' is 6 x 6 squares, and at the start of the game each square is assigned a habitat (see next page for setup).

Habitat Key:


Road


River


Primary Rainforest


Village


Rubber Tree Plantation


Oil Palm Plantation

Each player is assigned an animal.

Movement rules: The rules for where each animal can live, and so end their turn, and can move are on the back of each animal card for the players to see.

Before starting, each player much choose a square on the board to start. This square must be a habitat in which their animal can live.

If your animal cannot live on the board at the start of the game, you must wait at the side until a suitable place to live becomes available.

Game play:

Repeat the following steps for each turn:

1. Make a move: Players must move across the board, according to their movement rules.

2. Role all three dice and change a habitat: The place on the board to which the row and column dice refer to is then given the habitat shown on the third die.

3. Consequences: If the change caused by the dice means that a players place is no longer suitable for them to live, they must move according to their movement rules. If they cannot stay or move according to their rules, they are 'out'.

The game is played twice over, one round with each of the two predetermined start sets. Each round ends when only one player is left on the board, or after 20 roles, whichever is sooner.

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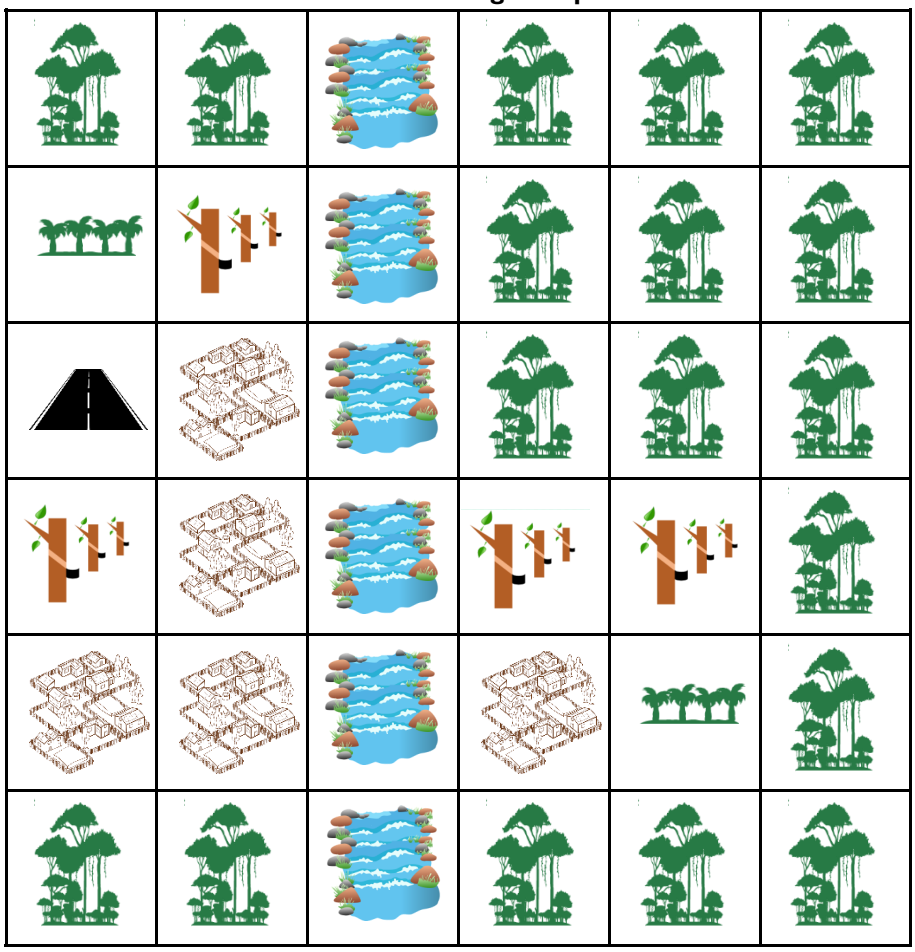
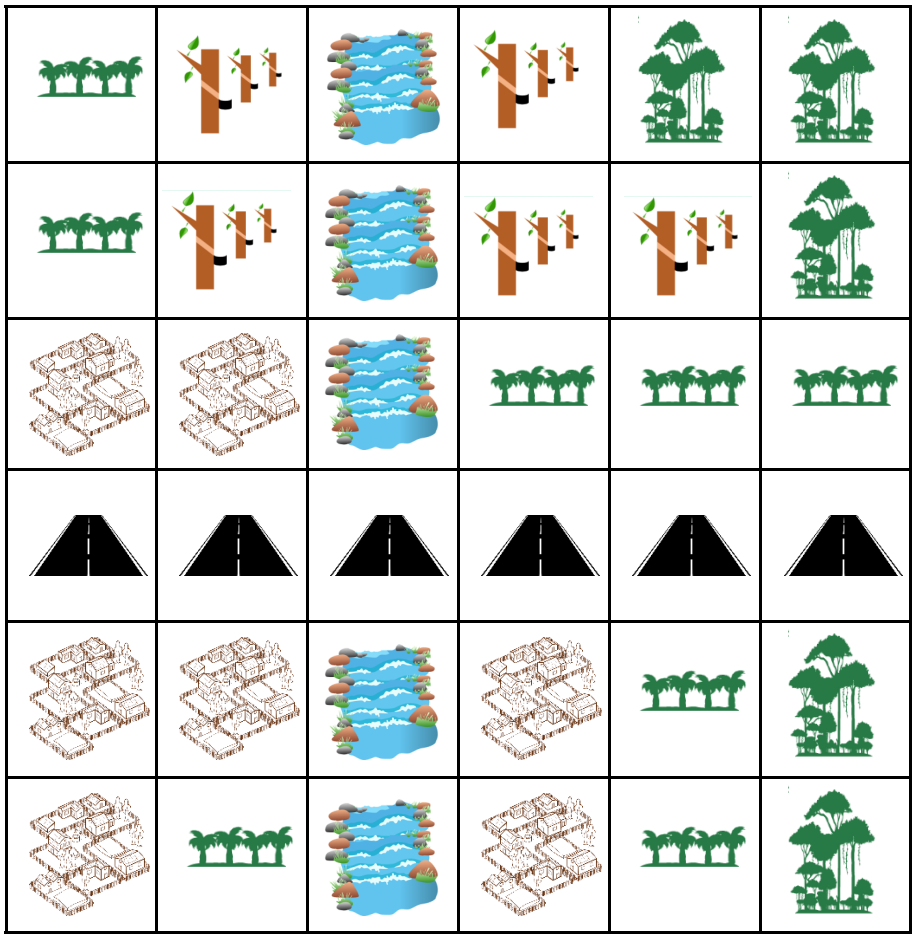
Round 1 starting set-up:



Round 2 starting set-up:



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Notes for Teachers:

KS2 curriculum points covered:

Habitats:

Recognise that environments can change and that this can sometimes pose dangers to living things.

Human impact on environments can be both positive and negative.

Classification:

Living things can be grouped in a variety of ways.

Name and identify a variety of living things in their local and wider environment.

Thinking Scientifically:

Consequences of change and their reasons.

Probability, predictions, evaluating based on evidence.

Mathematics:

Geometry. Describe positions and movements on a 2-D grid.

Optional explanatory concepts in game:

The game is played twice to ensure that two landscapes are displayed; a landscape going through a 'destructive' phase (i.e. felling trees to create plantations), and a 'restoration' phase (i.e. conservation efforts being put into place). This is why some of the players mostly start at the side in the second round.

Extension: Having played the game a few times, stretch the classes thinking by asking, at the start of the game, to predict what changes there might be (probability) and might happen to the animals for different possible changes (predicting). At the end of each round, ask them whether what happened reflected what they had predicted (evaluating).

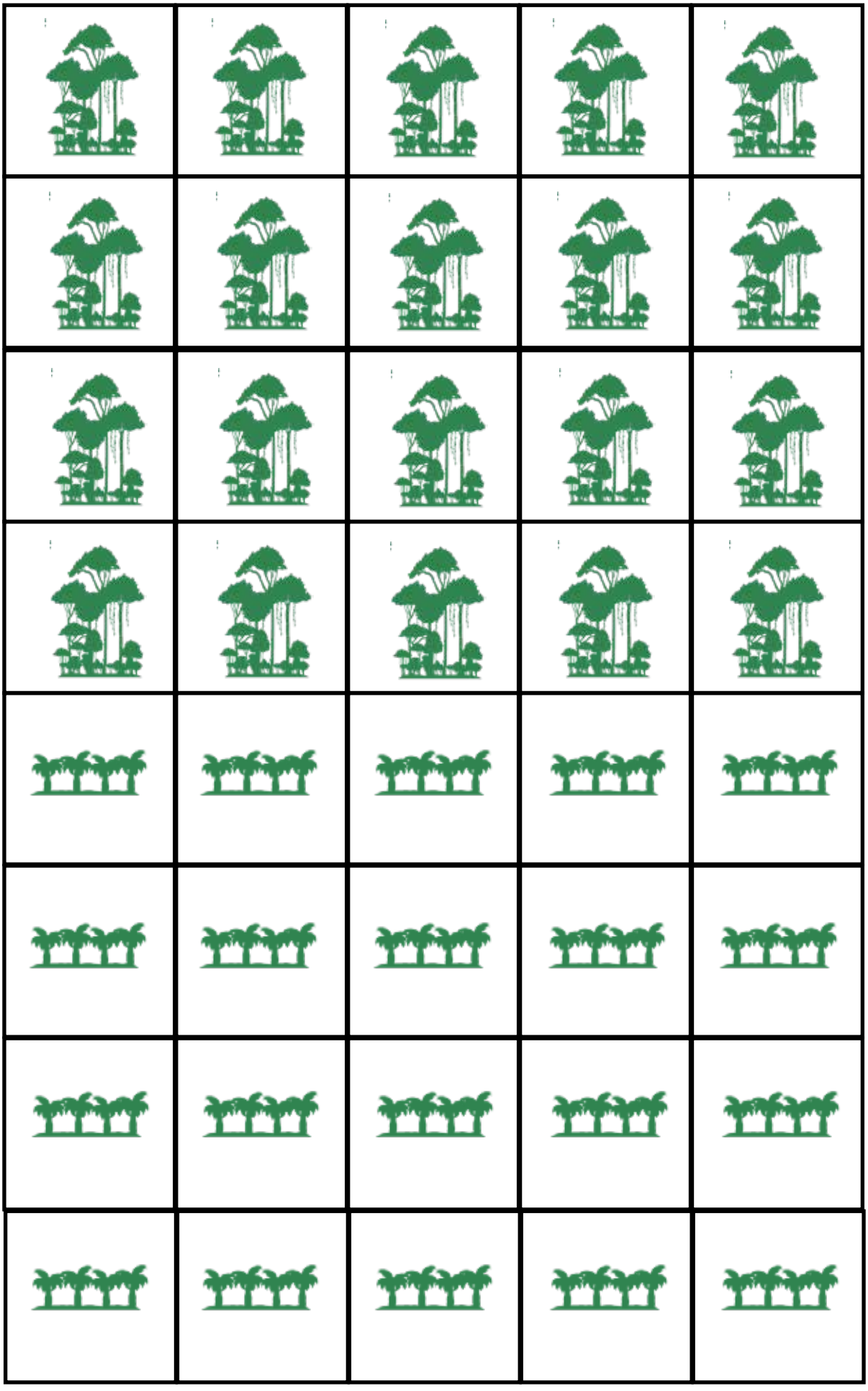
Extension for ages 10+: Use the below table to explain what each change of habitat might represent. This can add cross-curricular links with geography, by looking at economic and social factors.

Habitat from:	**Habitat to:**	**Possible explanation:**
Forest	Rubber plantation, Palm oil plantation	Development of cash crops (produced for its commercial value), landscape industrialisation
Forest	Village	Human population expansion
Forest, Rubber plantation, Palm oil plantation, Village, River	Road	Development. Who might want a road in this landscape?
Forest, Rubber plantation, Palm oil plantation, Village, Road	River	Flood! Dam building, mismanagement of rain-fall causing water to 'run-off' too quickly
Rubber plantation or Palm oil plantation	Palm oil plantation or Rubber plantation	Change in laws of taxation or subsidisation, resulting in a higher commercial value on one particular crop type
Rubber plantation, Palm oil planation	Village	Previous plantation land no longer in use, so people move in
Rubber plantation, Palm oil plantation, Village, Road, River	Forest	Restoration scheme, Conservation
River	Rubber plantation, Palm oil plantation, Village	The river dried up. Plantation work upstream could cause lack of flow downstream
Road	Rubber, Palm, Village	Failure to maintain infrastructure (upkeep of road and services)

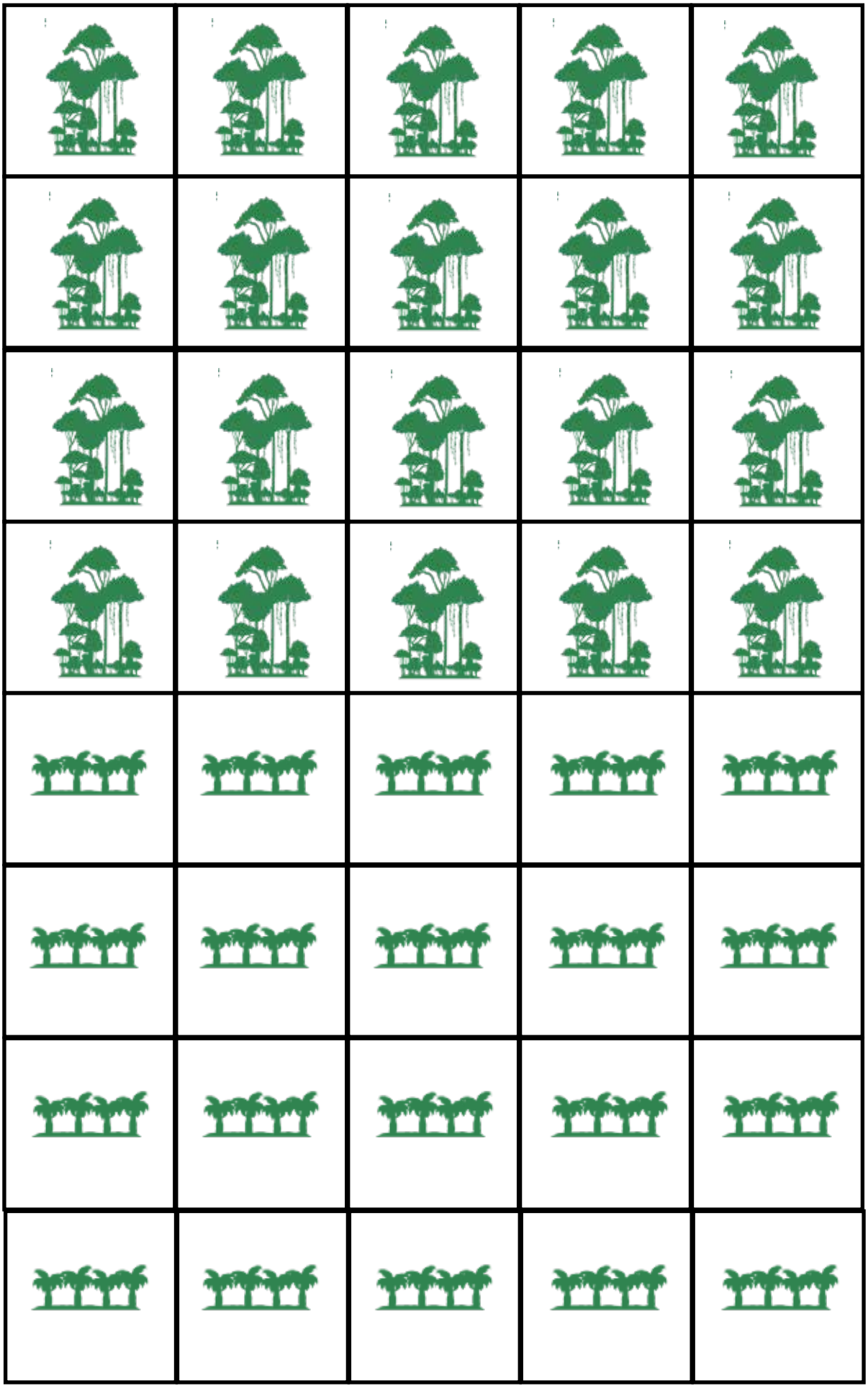
Game board

Print on A3

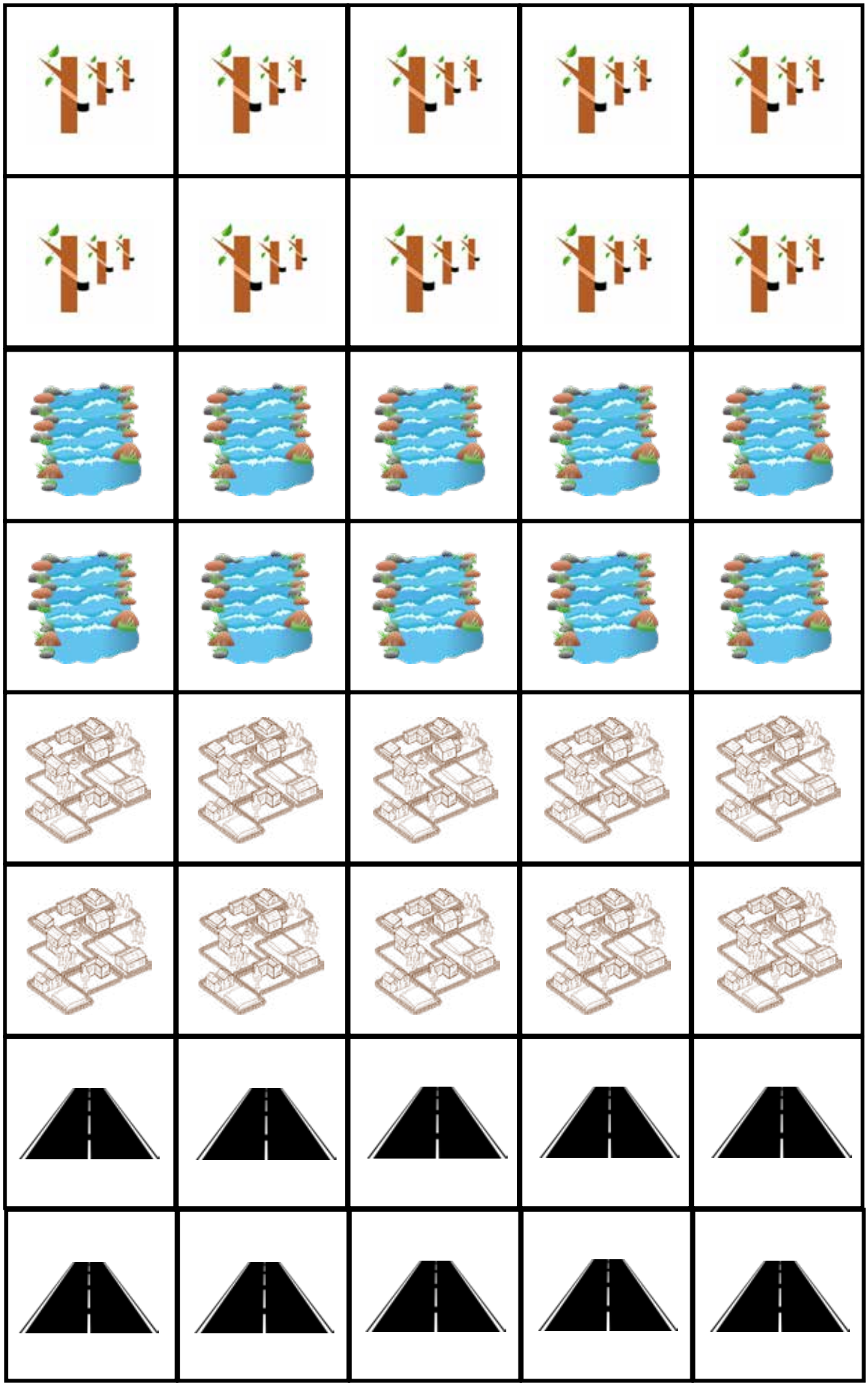
Habitat Squares (cut me out)



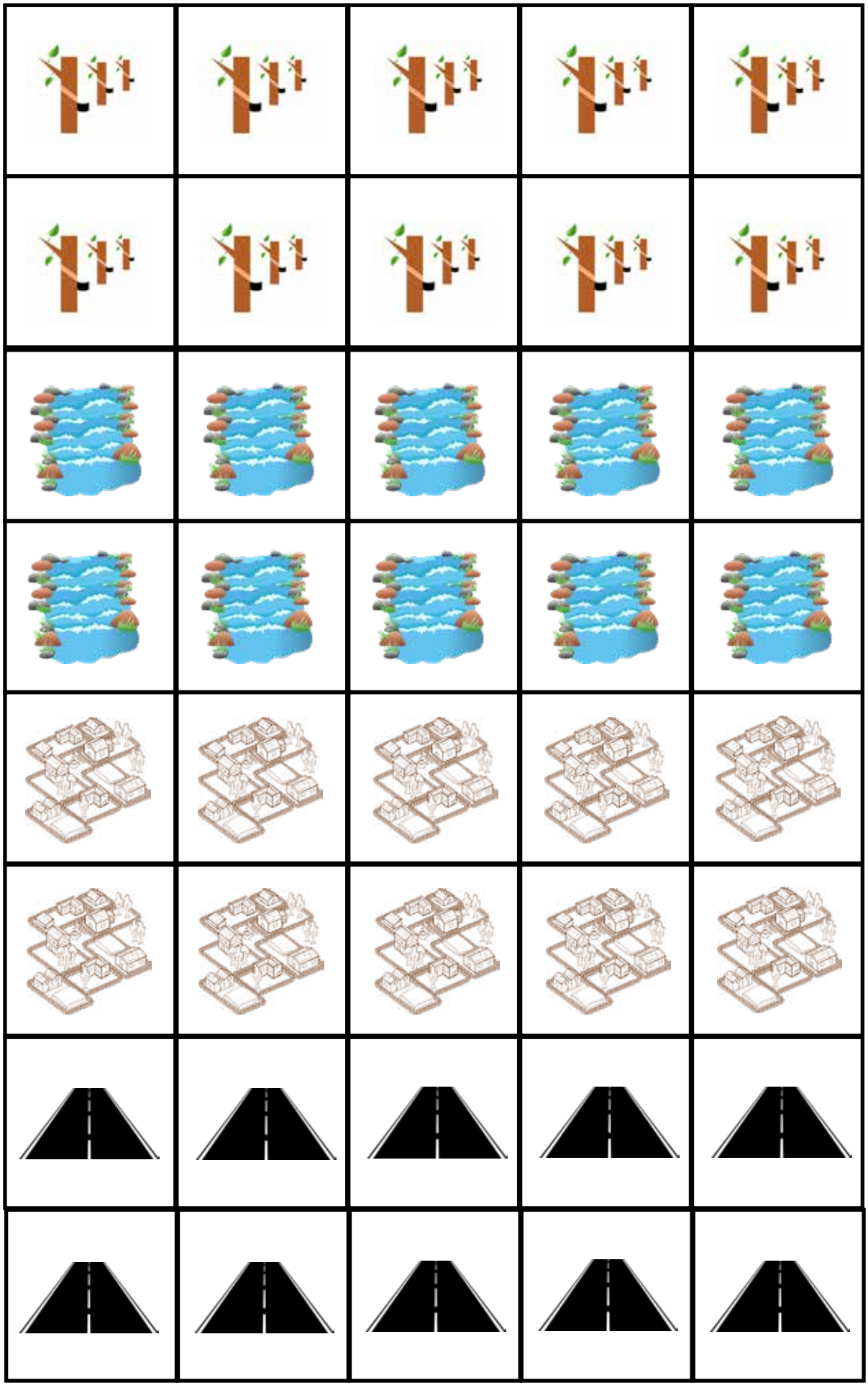
Habitat Squares (cut me out)



Habitat Squares (cut me out)



Habitat Squares (cut me out)



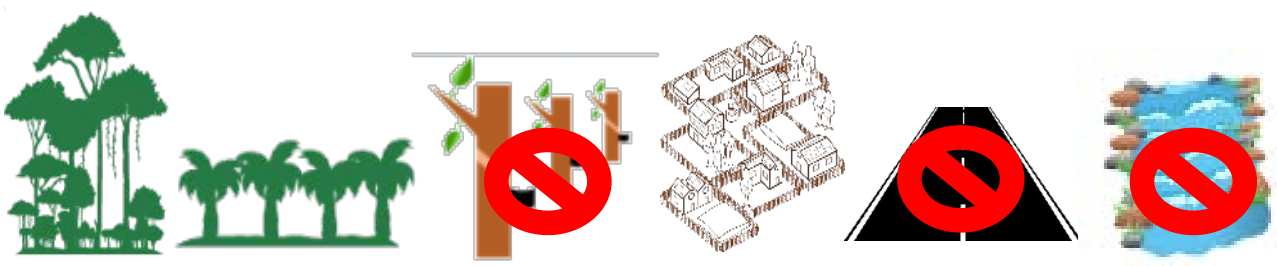
Fold along line

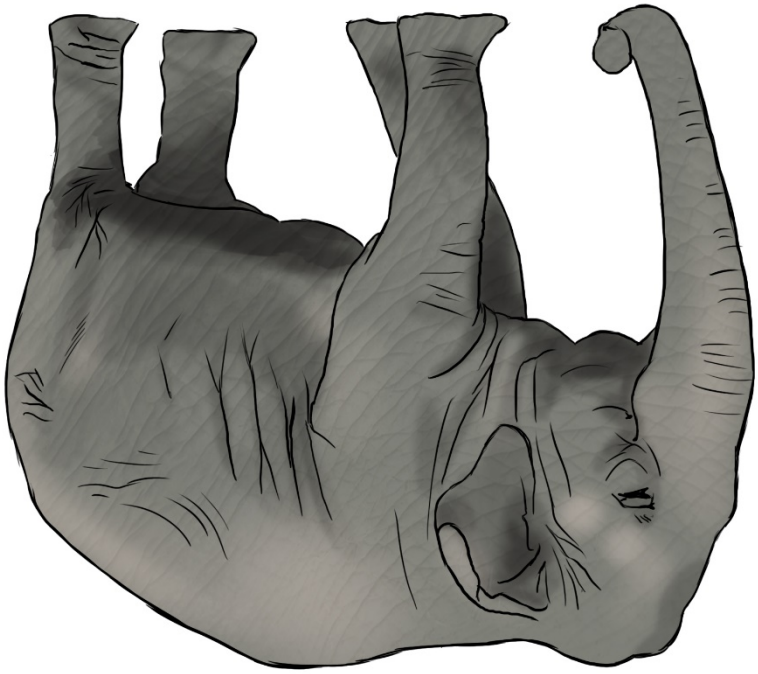
Bird

Number of squares needed together: 1

Number of squares per turn: 2

Live in: Forest, palm plantation, and village





Fold along line

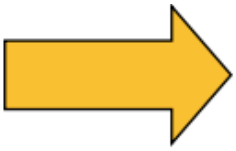
Elephant

Number of squares needed together: 4

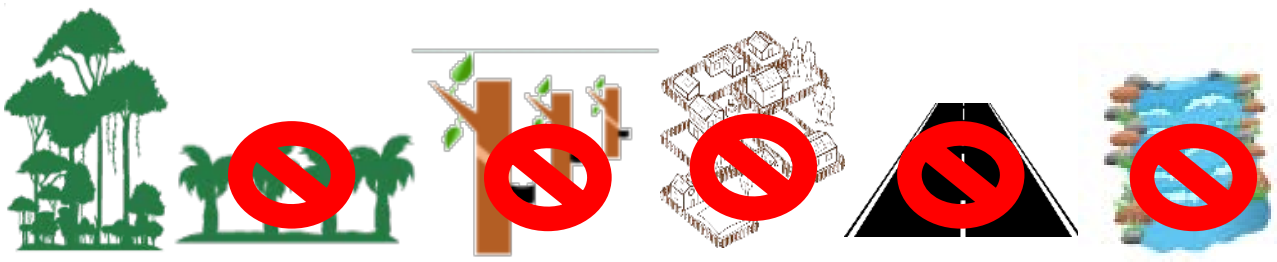
4

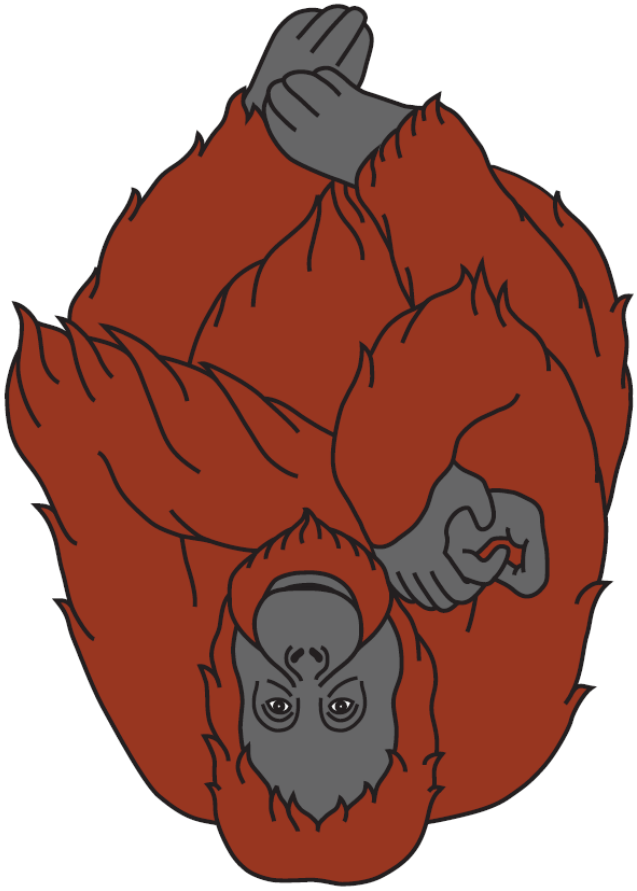
Number of squares per turn: 4

4



Live in: Forest

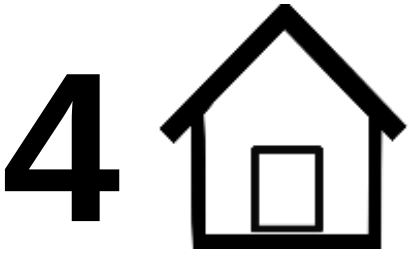




Fold along line

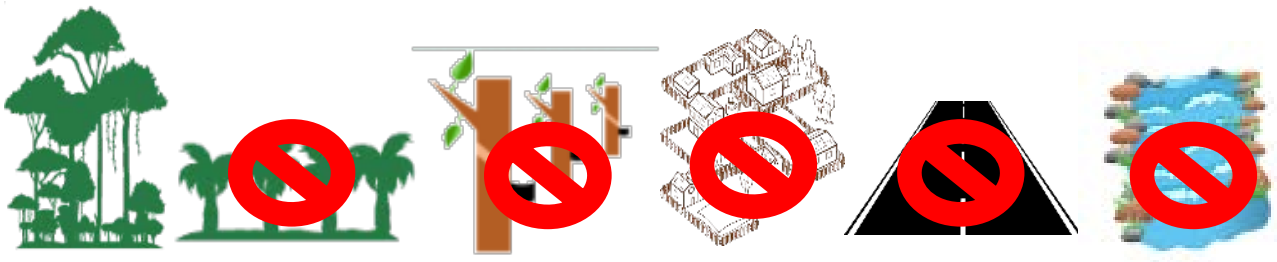
Orang-utan

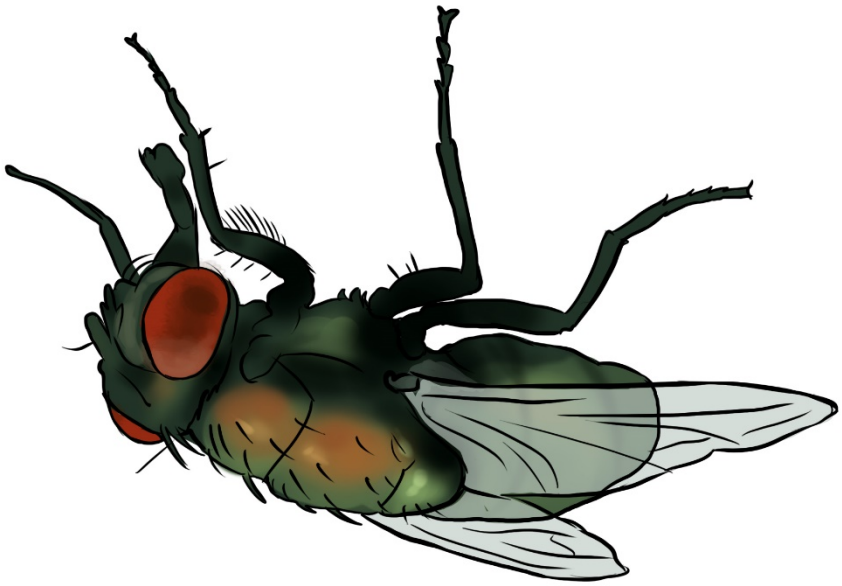
Number of squares needed together: 4



Number of squares per turn: 2

Live in: Forest





Fold along line

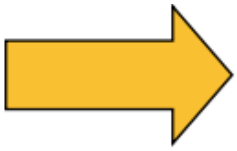
House Fly

Number of squares needed together: 1

1

Number of squares per turn: 1

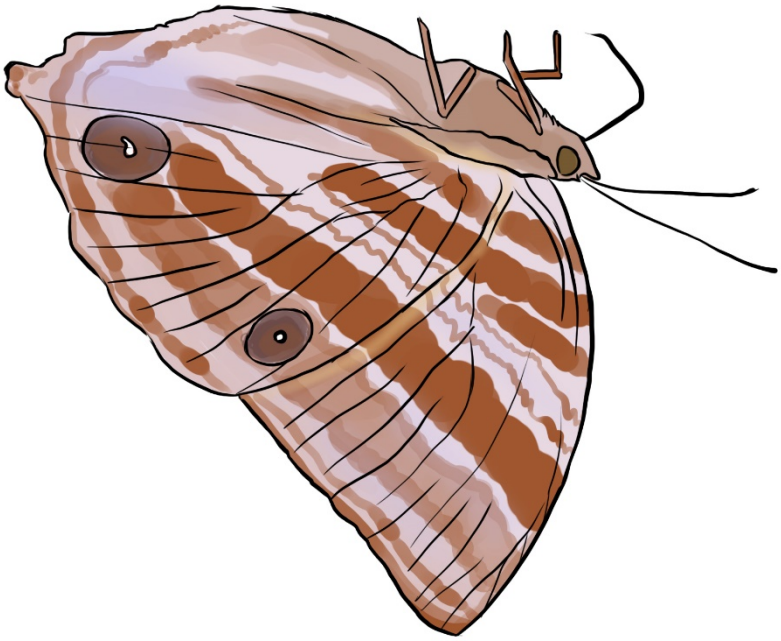
1



Live in: Forest, palm plantation, rubber plantation, village, road





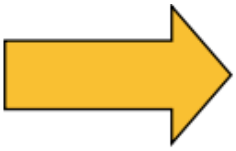
Fold along line

Palm King Butterfly

Number of squares needed together: 1

1 

Number of squares per turn: 1

1 

Live in: Forest, palm plantation, village





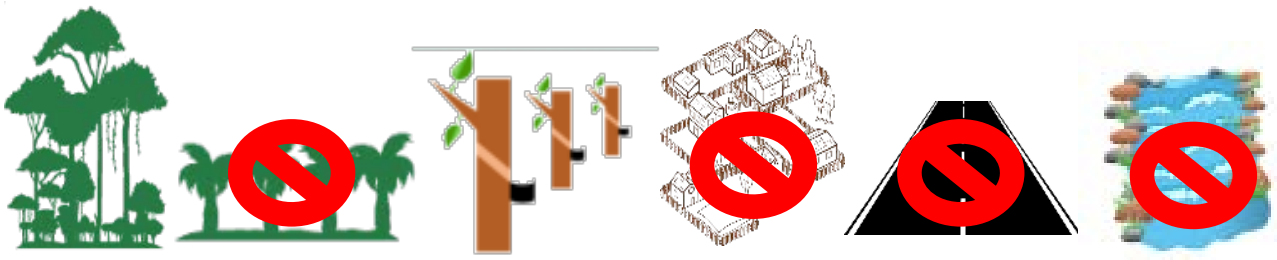

Fold along line

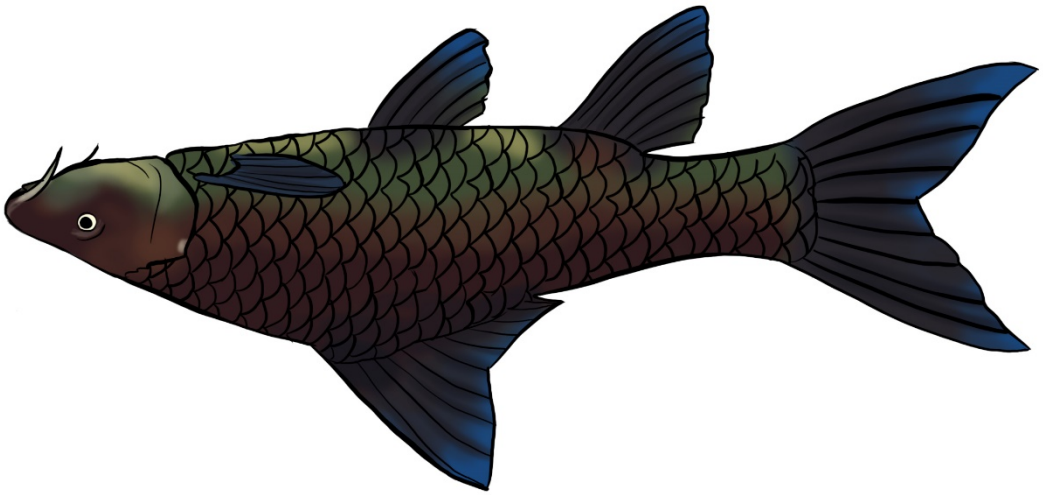
Forest Bird

Number of squares needed together: 1

Number of squares per turn: 2

Live in: Forest, rubber plantation





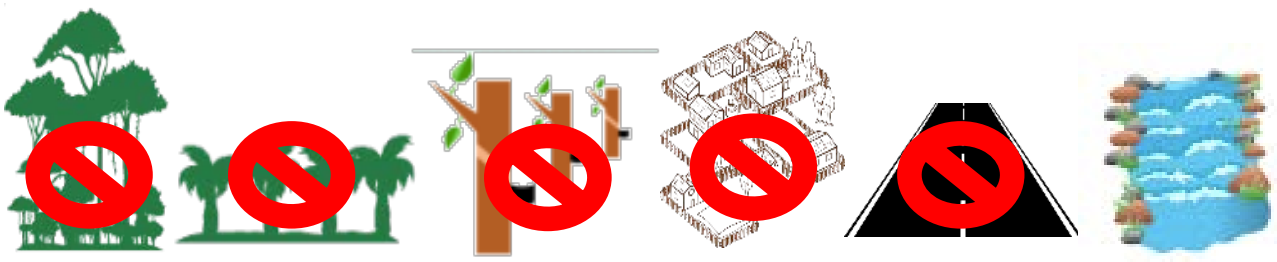
Fold along line

Fish

Number of squares needed together: 1

Number of squares per turn: 2

Live in: River



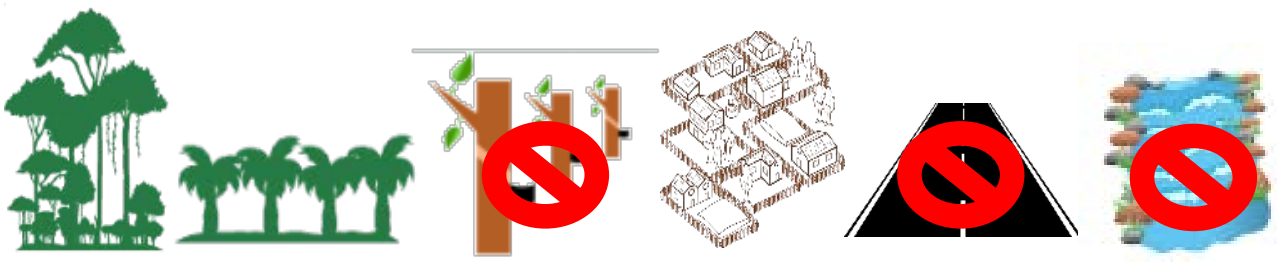
Fold along line

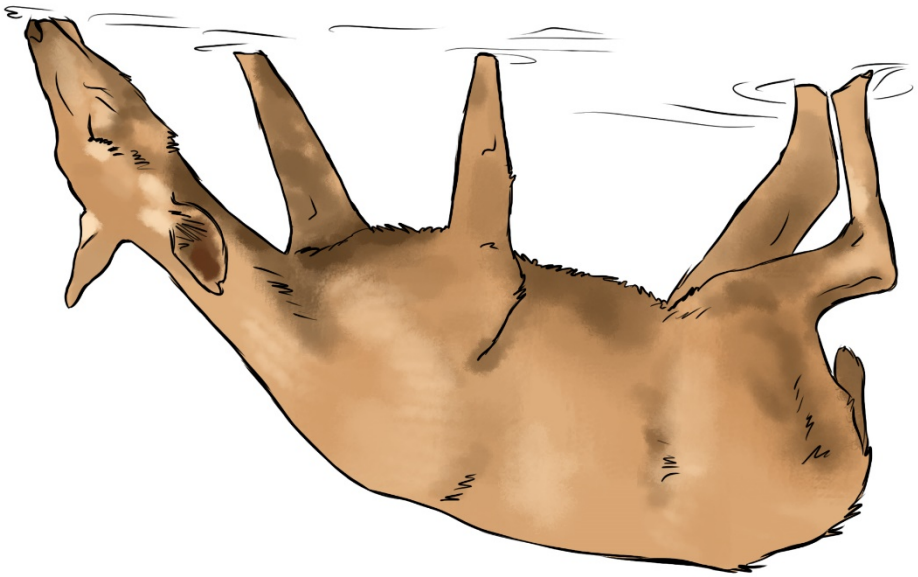
Rat

Number of squares needed together: 1

Number of squares per turn: 2

Live in: Forest, palm plantation, village





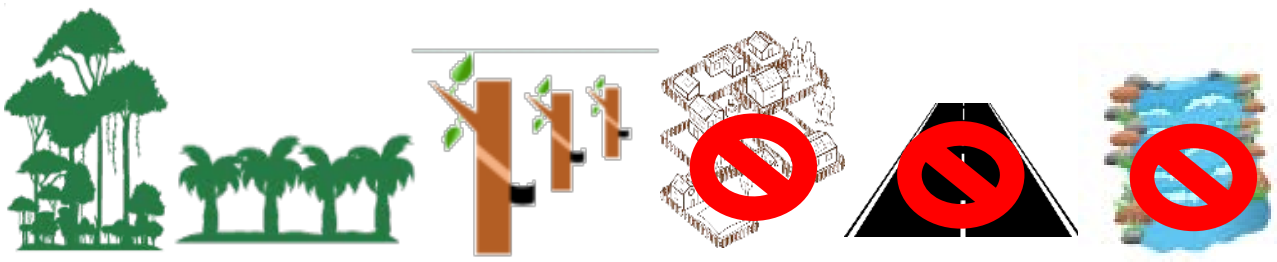
Fold along line

Samba Deer

Number of squares needed together: 2

Number of squares per turn: 2

Live in: Forest, palm plantation, rubber plantation

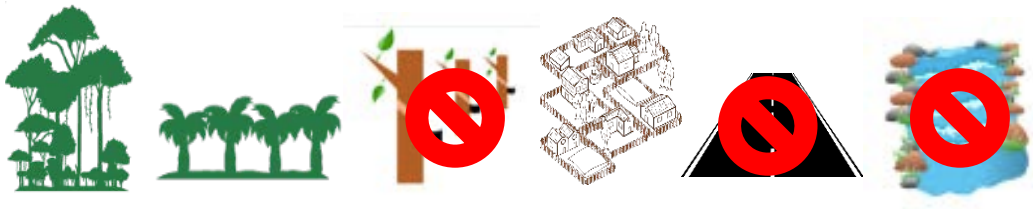


Fold along line

Bird

1

Live in: Forest, palm plantation, and village
Number of squares needed: 1



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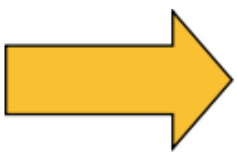
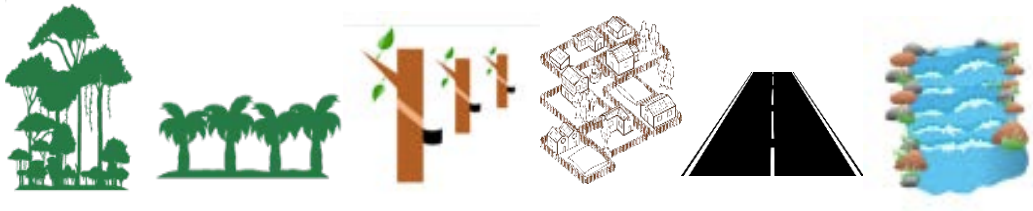
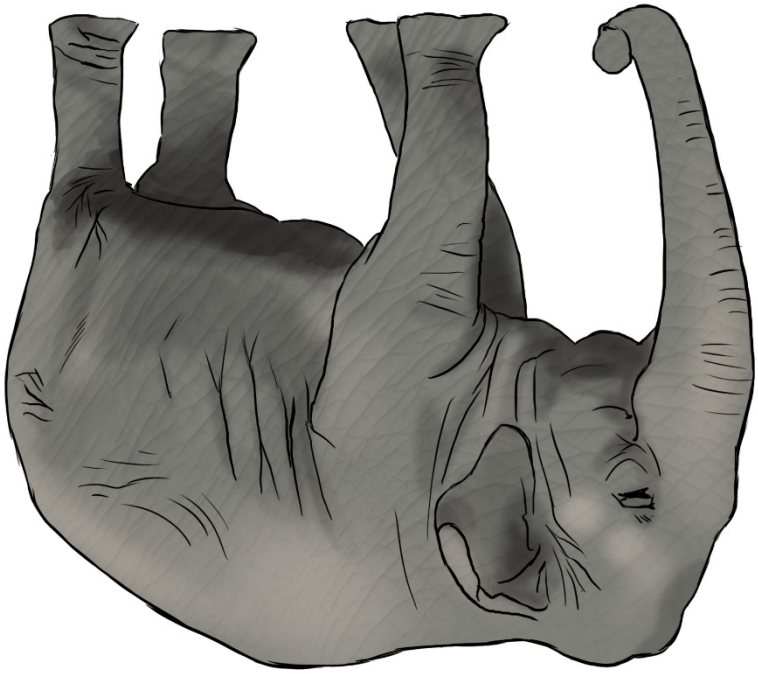


Travel through: All habitats
Number of squares per turn: 2



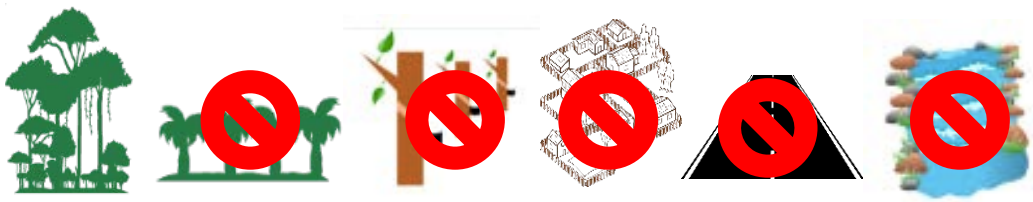


Fold along line

Elephant

4

Live in: Forest
Number of squares needed: 4



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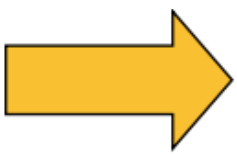
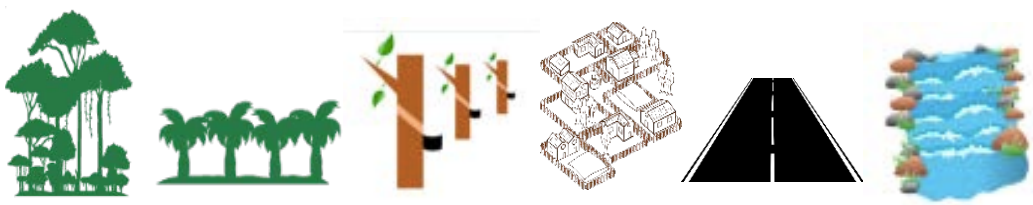
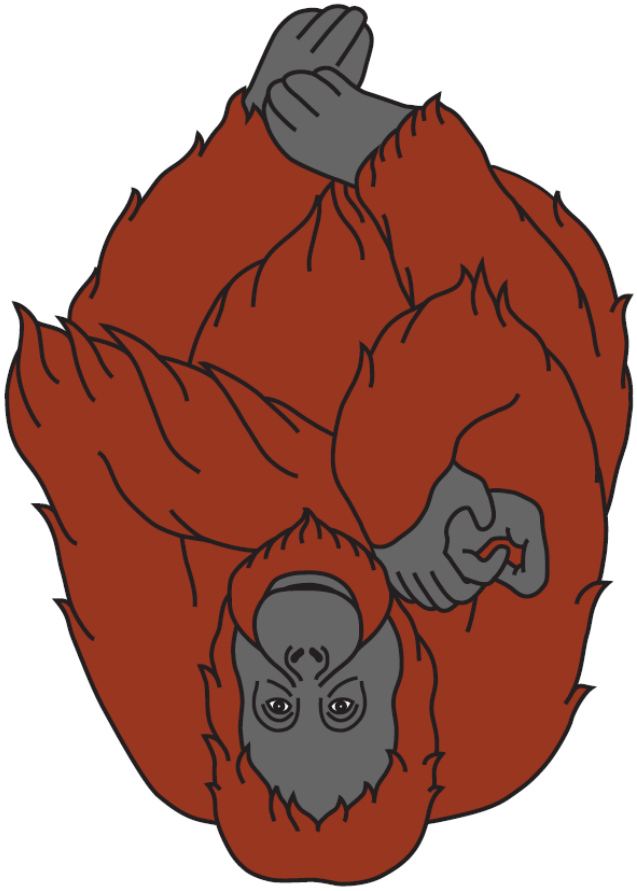


Travel through: All habitats
Number of squares per turn: 4



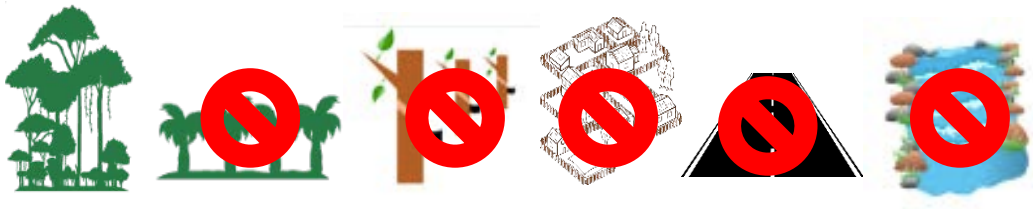


Fold along line

Orang-utan

4

Live in: Forest
Number of squares needed: 4



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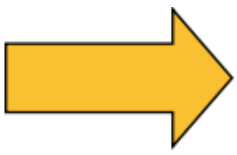
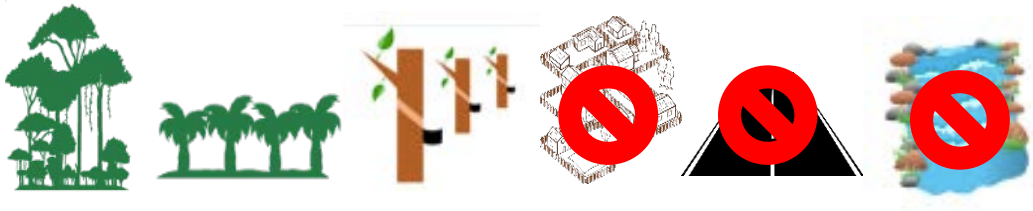
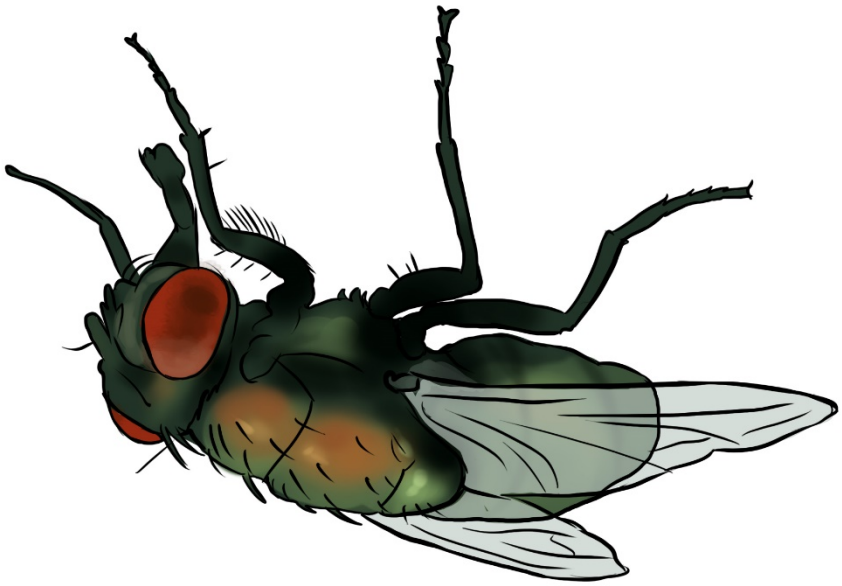


Travel through: Forest, palm plantations, rubber plantation
Number of squares per turn: 2





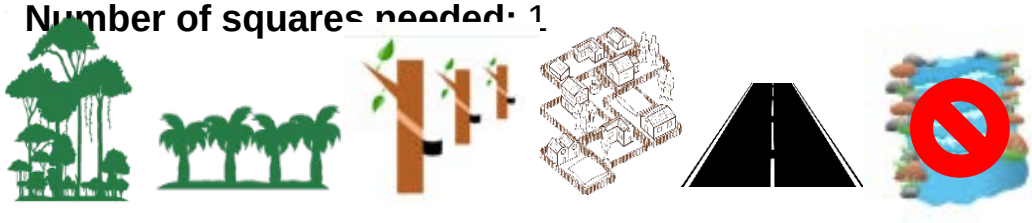
Fold along line

House Fly

1

Live in: Forest, palm plantation, rubber plantation, village, road

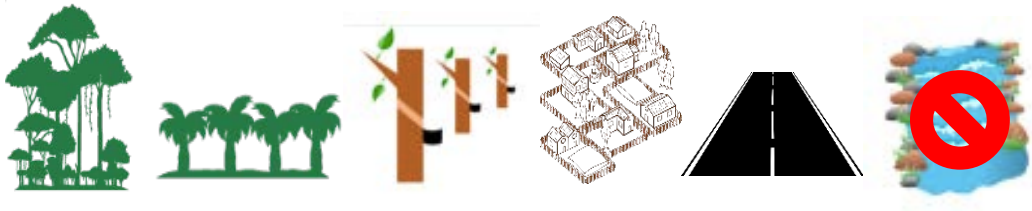
Number of squares needed: 1

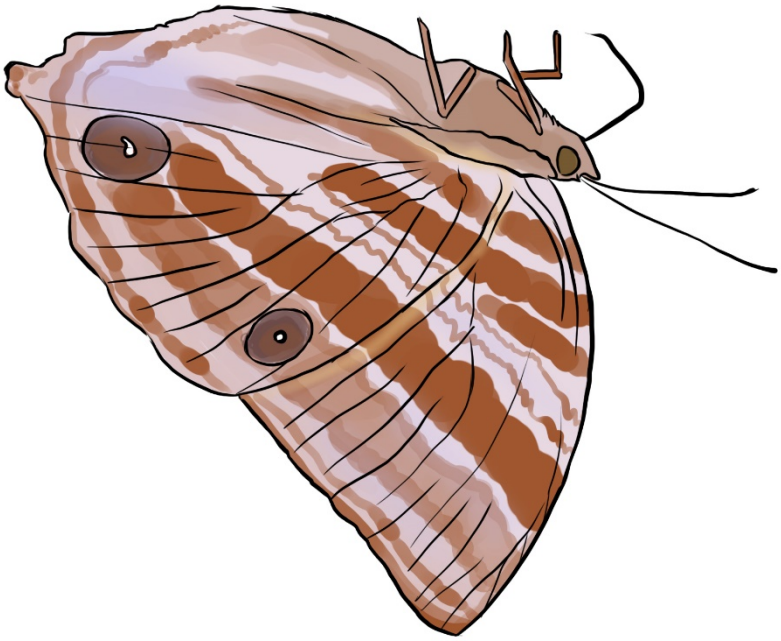


1

Travel through: Forest, palm plantation, rubber plantation, village, road

Number of squares per turn: 1



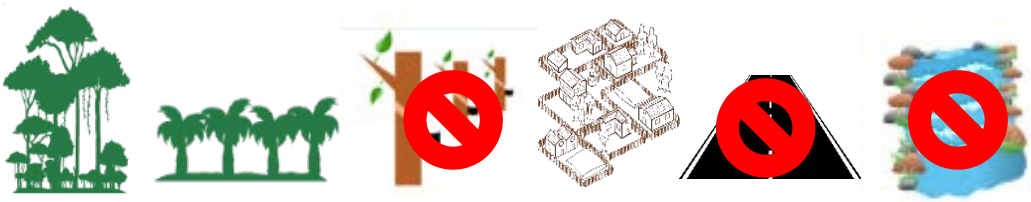


Fold along line

Palm King Butterfly

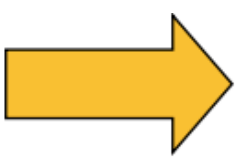
1

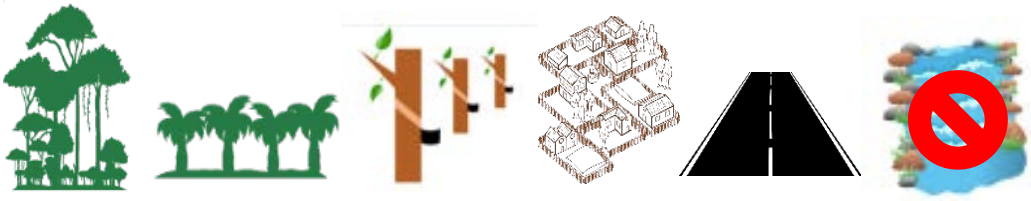
Live in: Forest, palm plantation, village
Number of squares needed: 1



2

Travel through: Forest, palm plantations, rubber plantation, village, road
Number of squares per turn: 2



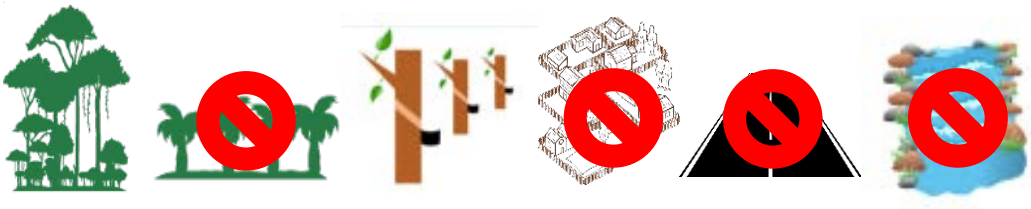


Fold along line

Forest Bird

1

Live in: Forest, rubber plantation
Number of squares needed: 1



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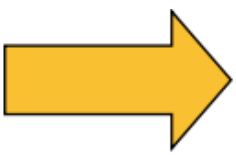
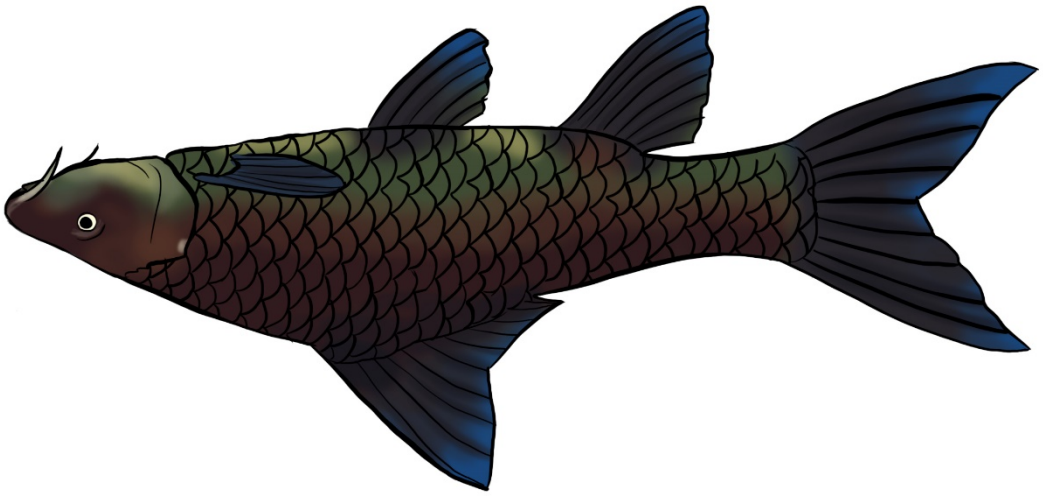


Travel through: Forest, palm plantations, rubber plantation, river
Number of squares per turn: 2

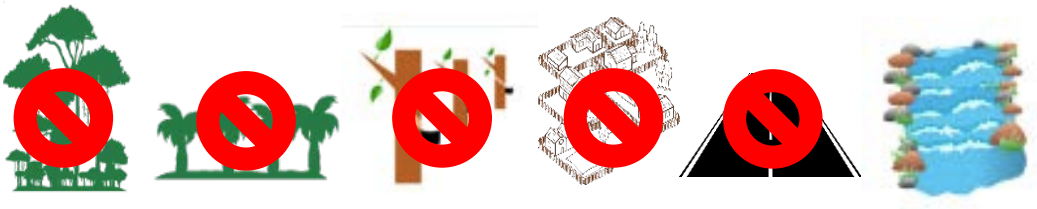


Fold along line

Fish

1

Live in: River
Number of squares needed: 1



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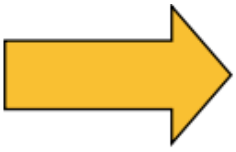


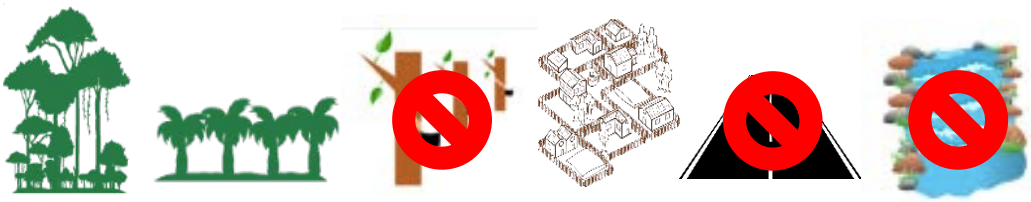
Travel through: River
Number of squares per turn: 2

Fold along line

Rat

1

Live in: Forest, palm plantation, village
Number of squares needed: 1



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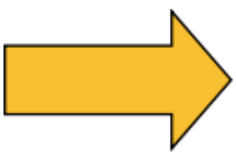
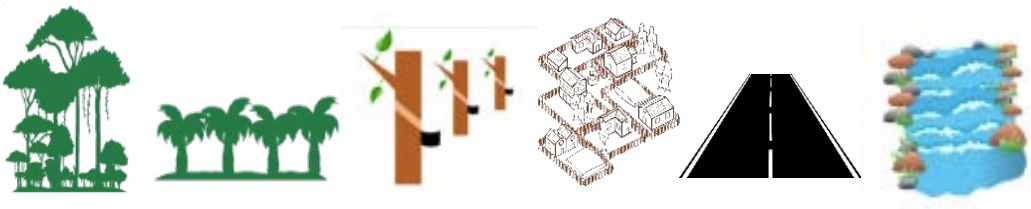
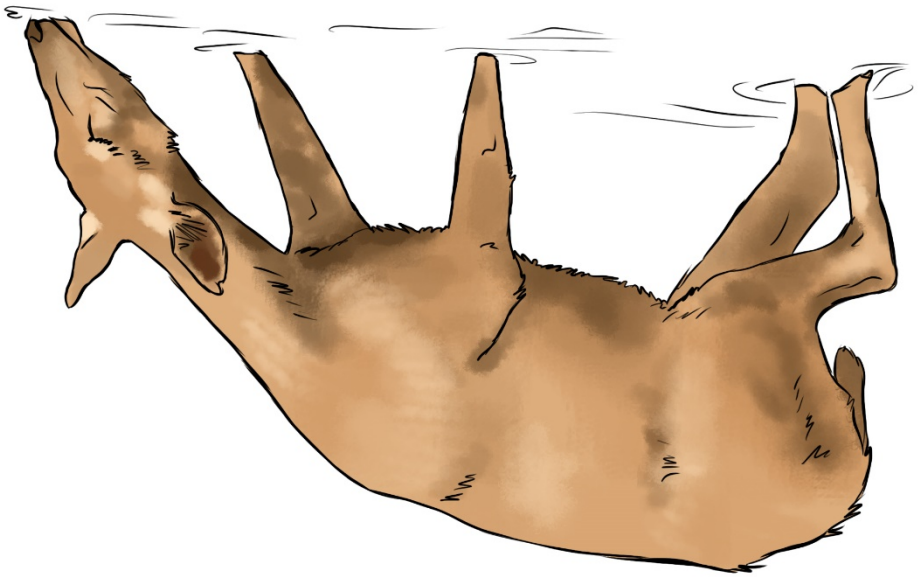


Travel through: All habitats
Number of squares per turn: 2



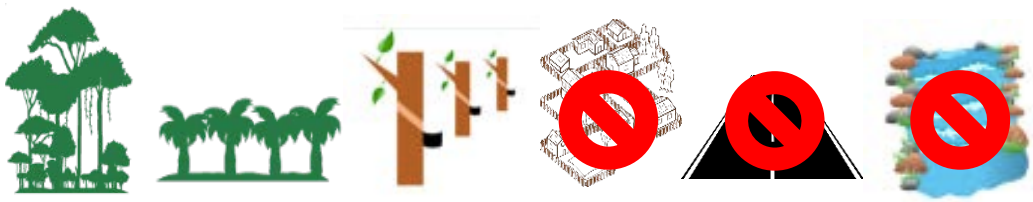


Fold along line

Samba Deer

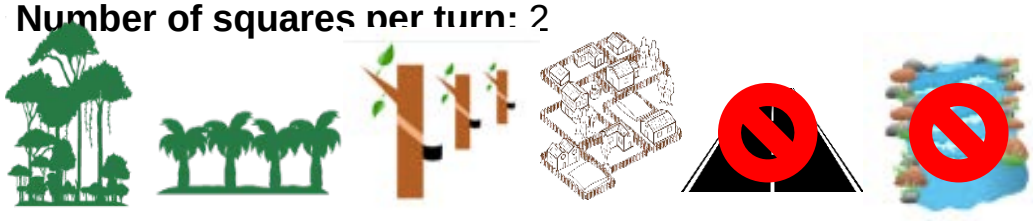
2

Live in: Forest, palm plantation, rubber plantation
Number of squares needed: 2

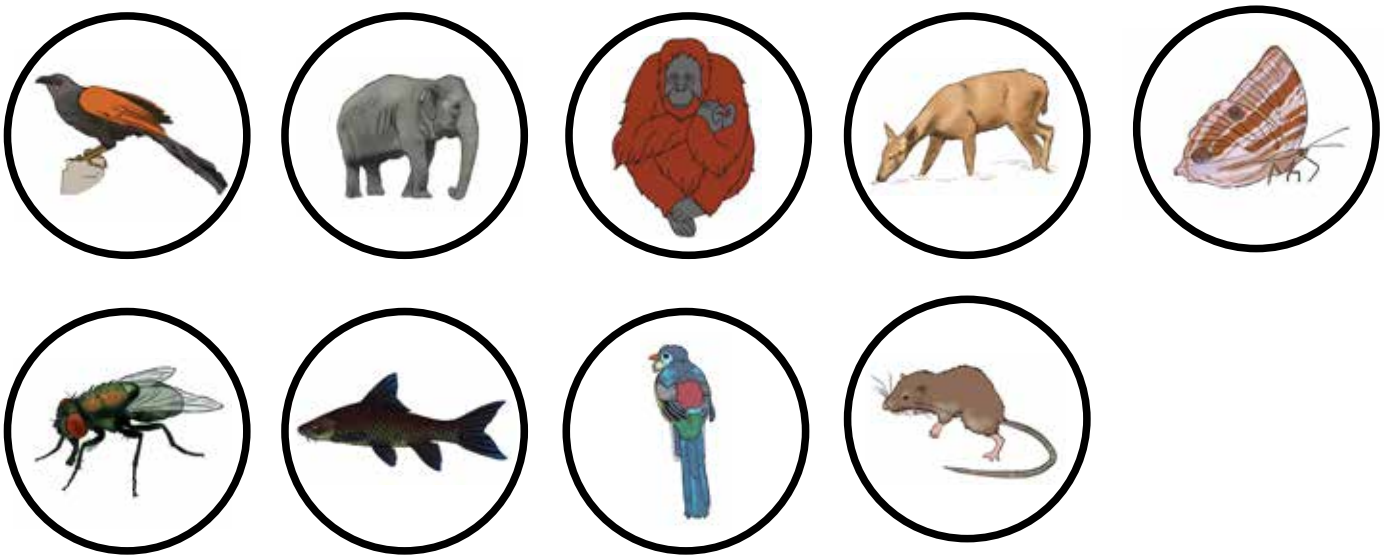


2

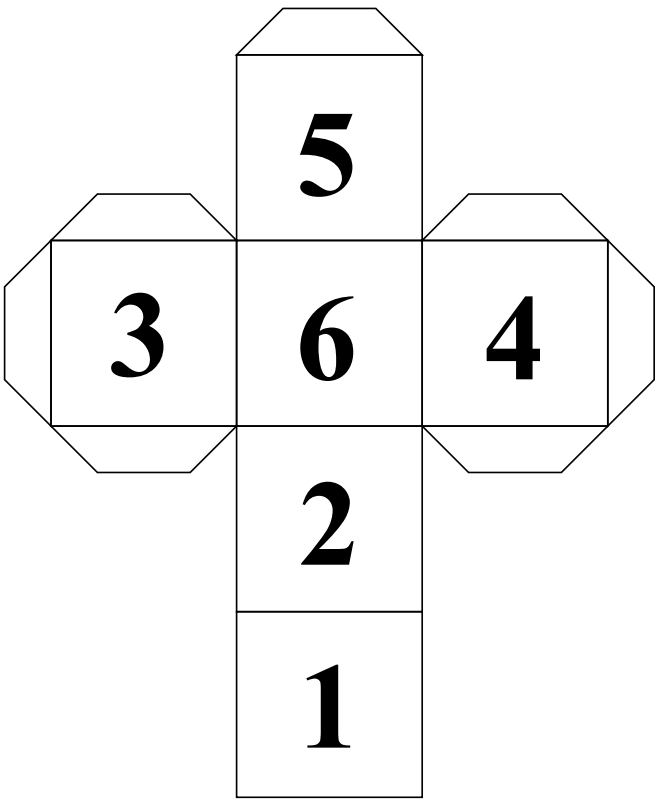
Travel through: Forest, palm plantation, rubber plantation, village
Number of squares per turn: 2

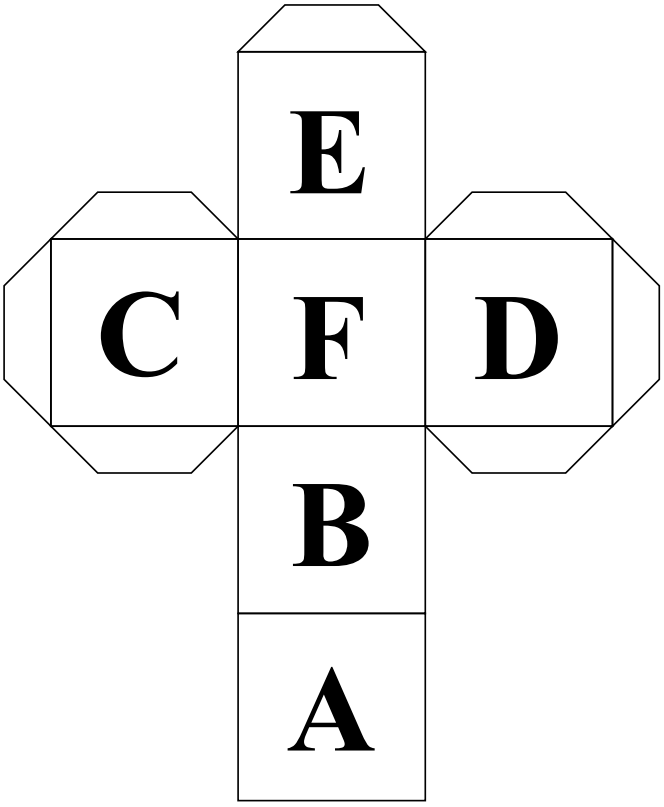


Player pieces (cut me out)

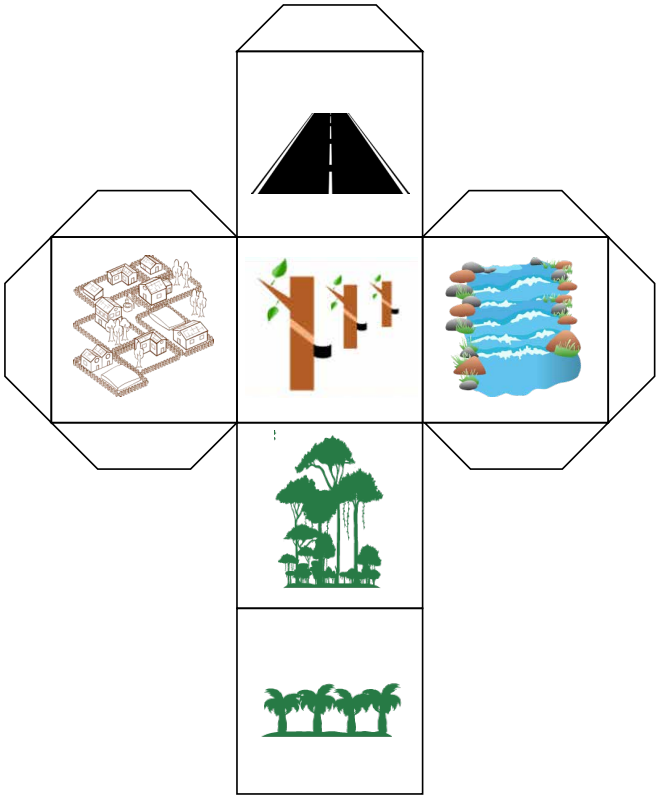


Grid dice
(cut me out and glue into a cube)





Habitat changer dice
(cut me out and glue into a cube)



Example of 'rigged' habitat dice
(cut me out and glue into a cube)