

Activity #3

# Race to the Wetlands Game

## ● ● ● Class Period One *Race to the Wetlands Game*

### Materials & Setup \_\_\_\_\_

*For each group of six to eight students*

- One die
- “Race to the Wetlands Game Board” (included with this curriculum)
- “Race to the Wetlands Instruction Card” (master, p. 36)
- “Race to the Wetlands Game Cards” (master, pp. 37-61)
- Six to eight player pieces (master, p. 62)
- Six to eight pennies

### Instructions \_\_\_\_\_

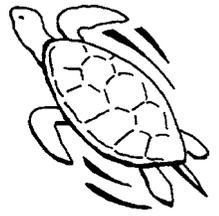
- 1) Divide students into groups of six to eight. Conduct the game. Use the game materials provided with the curriculum and the instruction card. This game is based on the ant collection activity and student reading assignments. Students will be “tested” on what they have read as well as learn new facts.

### Journal Ideas \_\_\_\_\_

- Compare the game version of the race between ants and humans to the real-life efforts that people are making to prevent the arrival and establishment of red imported fire ants on Maui.

### Assessment Tools \_\_\_\_\_

- Participation in the game



# Race to the Wetlands

## Instruction Card

### Object of the Game

In this game, you are either a red imported fire ant or a human. The object is for all members of either species to get to Keālia Pond first. If all the people get to Keālia Pond first, they win and can stop the ants from threatening the native wildlife there. If all the ants get there first, they win and establish a population too large and too widespread for people to eradicate.

### Rules

- Out of six to eight players, half are ants and half are people. Roll the die to determine who goes first, and proceed in a clockwise direction.
- Move your player pieces by the roll of the die, answering questions, and/or following instructions given on the game cards.
- Each player rolls the die only once per turn and draws only one card per turn.
- Keep each type of card in a separate pile. Once you have used a game card, put it on the bottom of the pile it was drawn from.
- When you land on a space, follow the symbol. Here's what happens:

✓ = **Hazards and Opportunities**

Another player draws a card and reads you the instructions on it. Follow them.

▼ = **Red Imported Fire Ants**

★ = **Prevention and Control**

◆ = **General Knowledge**

✕ = **Little Fire Ants**

Another player draws a card and reads the question on it. You answer the question.

#### Movement

Correct answer = Move forward 3 spaces.

Incorrect answer = Move back 1 space.

● = **Cooperation Opportunity**

Work together with your teammates (fellow ants or humans) to answer two questions from your choice of the four question categories

(▼★◆✕).

#### Movement

Answer both questions correctly = Each player on the team moves forward 3 spaces from where they are.

Get 1 answer wrong = Each player on the team moves backward 3 spaces from where they are.

### To Win

Each player who reaches Keālia Pond (the endpoint of the game board) can help their team members (ants or people) answer questions until either all the ants are at the pond or all the people are at the pond. The first team with all members at Keālia Pond wins, and the game ends.

Some teacher-only resources have been omitted from the online document.

They are available as password-protected files at:

[www.hear.org/hoike/teachermaterials](http://www.hear.org/hoike/teachermaterials)