



A Wildlife Game involves all the children in the group, and is fun! It is also a learning experience – an enjoyable way to find out about wildlife (animals and plants) and ecological concepts such as habitats and adaptations.

These games are simple to organise, they need very few props and no specialist knowledge.

ACTIVITIES

Bat and Moth





To use hearing, as opposed to sight, to become aware of surroundings.

PROPS Blindfolds

Try to allow
every child to
either be a bat or
moth. If the group is
large then there can
be more than one
moth at a time.

Ask children if they know what a bat eats and how it catches its prey. Briefly explain how the bat sends out sonar signals to locate its prey.

Let the group form a circle and choose two children, one to be the 'bat' and one to be the 'moth'. Ask them to come to the centre of the circle to be blindfolded.

Explain that the bat must call out "bat, bat, bat", thus imitating a bat sonar signal. The moth must respond by calling "moth, moth, moth" to illustrate how the sign bounces back to the bat. Then ask the bat to try and catch the moth. Make sure that the bat and moth do not go outside the circle.

You may have to prompt the bat into calling more frequently if it has difficulty catching the moth. You can explain that a bat sends out almost continuous signals. With younger children just blindfold the 'bat'.

Noah's Ark









Using the cards from the food web game, you will need to make two copies of each animal card.

Shuffle two sets of the Heathland Species cards and give one out to each child telling them that they are to be the animal named on the card but they must keep their identity a secret. (Avoid cards such as 'cattle dung' etc.)

Collect all the cards back and explain that there are two of each type of animal and that the object of the game is to attract their "mate" by making noises and movements of that animal. At the same time they must watch the others to see if they can spot their opposite number.

When they find each other, they need to discuss where their creature likes to live and any adaptations to help it survive in the heathland habitat.

At a given signal the action can commence and continues until all the children are paired off.











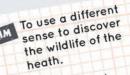
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ACTIVITIES

Sounds of the Heath







None needed.

Ask the children to stand or sit quietly. They need to hold two fists in the air and close their eyes.

Everybody listens carefully for a few minutes. Each time they hear a different sound they should put up one finger.

When the leader sees some of the children have got ten fingers in the air, ask them all to open their eyes.

Ask different children to name one sound they heard, until all the sounds heard have been described.

Conclude by mentioning anything of particular interest e.g., how loud the wind is, how busy the nearest road is, how many different birds there are. Ask if the sounds might be different in another season. Which will be quieter: winter or summer? Why?

Un-nature Trail





To increase powers of observation and to illustrate how camouflage works.

Ten unnatural objects
distributed around
your chosen study
area on the heath.
Some will be quite
prominent and others
will be much less so,
e.g. coat hanger,
umbrella, bottle,
glove, boot etc.

Explain to the children that you have hidden some unnatural objects. Instruct how far they can explore – ie define the boundaries.

Give them about ten minutes to try and locate them.

Ask them to leave the objects where they are, but to remember them.

When the time is up, gather the group together and ask them what they found.

End the game with a brief discussion about the way camouflage works.

Also discuss that some of these items could be litter dropped by visitors to the heathland. With more visitors coming, as many houses are being built nearby, there could be lots of litter. How can litter harm wildlife?



