**Road Kill**

The Habitat Destruction Game (20-45 Minutes)

**Purpose:**

1. To help students understand habitat loss
2. To help students understand the effects of habitat loss on wildlife
3. To give students a chance to be active and move

**Materials:**

* Open field
* Someone to play the “Car” (You can have a few students do this or have a teacher or chaperone)
* Cones or rope to mark off “Start” and “Finish” lines

**Procedure:**

*Instructions (3-5 Minutes)*

-Have students line up on one side of the field

-Tell the students to each pick their favorite animal and go down the row one by one to hear each animal

-Once everyone has picked an animal, set up the “Car” or “Cars” in the middle of the field

-Explain that they do not want to be hit by the car, and if they are tagged by the car, they are to stand in place (They are now buildings)

-Remind them that buildings can have effect on wildlife too, so if they become a building, they can still tag the animals, but they need to stay in place

-Explain that their goal is to get from where they are (Home), to the other side where their food source is located without running into a building or a car

-Explain that this will be repeated multiple times, and if tagged as a building, they stay as a building until the whole game resets

*Last Minute Instructions (2-3 Minutes)*

-Just before they begin to sprint, surprise them and explain that the animal that they picked earlier, is the animal they will be portraying in this game

-Explain that they have to move the way their favorite animal does (If they choose sloth, they have to move in slow-motion, if they pick bear they have to go on all fours, etc.)

-Explain that if they do not cross the way their animal would, they instantly become buildings

*The Game (15-30 Minutes)*

-Start the game

-Have students play multiple rounds so that the buildings begin to stack up

-If necessary, add a few more “Cars” to the game (This will create more buildings) and explain that the town’s population has increased

-Play until you are down to one animal

-Once that animal is tagged, explain that all of the animals have gone extinct

*The Wrap-Up (5-10 Minutes)*

-Ask students what they thought of the game

-Ask them what made the game challenging

-Explain that this game represents our wildlife, and as we continue to build, and grow as a population, we often end up taking away habitat for the animals

-Explain that when the animals can no longer reach their food source because of habitat destruction, the animals often end up extinct, like the animals in the game did

-Clean up (if Necessary)

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Home (Start)

Food Source (Finish)