

Please print the 32 Game Cards provided.

### Goal

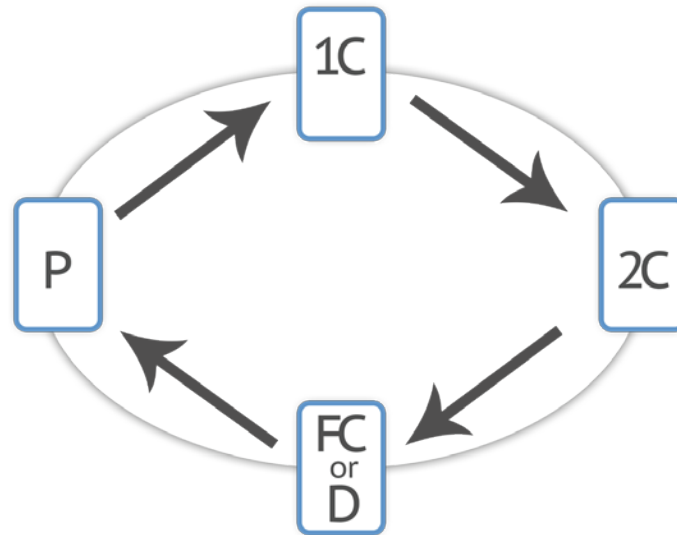
- » To discard all of your cards.

### Setup

- » Choose a partner and decide who is going to be the dealer.
- » Each player is dealt four cards.
- » The remaining cards are placed face down in the center of the table, forming a draw pile. The top card of the draw pile is turned face up to start the discard pile.

### Gameplay

- » The player to the left of the dealer goes first. Play moves clockwise.
- » Recall what the students have learned regarding food chains. On a turn, each player adds to the discard pile by playing one card that follows the top card on the discard pile relating to which animal comes next in the food chain. (The top card shows "Grass" which is a producer must be followed by a 1C (first level consumer) which might be a "Rabbit".)



- » Look for hints on the cards when determining the sequence.
- » Producers (P) start off a new food chain. First level consumers (1C) eat the Producers. Second-level consumers (2C) eat the first levels, and so on. A second-level consumer (2C) can be followed by either a final consumer (FC) or a decomposer (D) card to complete the food chain.
- » A player who cannot follow the top card on the discard pile with the next animal needed to complete the food chain must draw cards until he/she can play one. When the draw pile is empty, a player who cannot add to the discard pile passes his turn.

### Winning

- » The first player to discard all of his/her cards wins.

RACCOON



2c

HAWK



2c

DRAGONFLY



2c

RAVEN



2c

SNAKE



2c

FROG



2c

HERON



2c

PIKE



2c

BACTERIA



D

WOLF



FC

BACTERIA



D

COYOTE



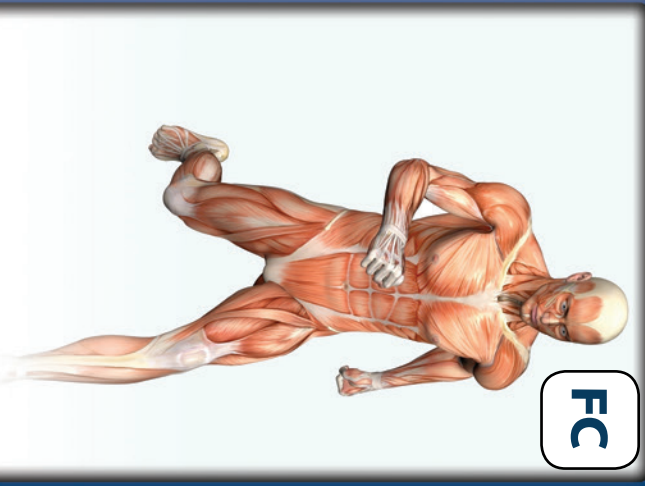
FC

MAGGOTS



D

HUMAN



FC

MAGGOTS



D

BEAR



FC

WATER LILIES



P

DUCKWEED



P

WATER MILFOIL



P

SEDGES



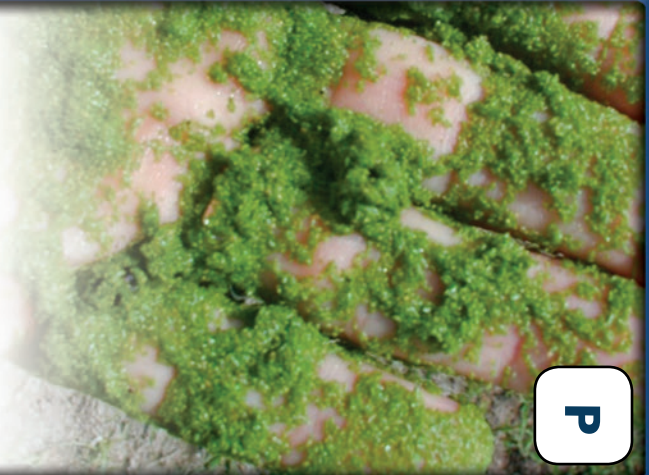
P

GRASS



P

ALGAE



P

CATTAILS



P

BIRCH



P



1c

DEER



1c

RABBIT



1c

MOUSE



1c

LOON



1c

MAYFLY NYMPH



1c

BASS



1c

BEAVER



1c

MUSKRAT