# Predator versus prey

## Activity guide:

### Equipment required:
- Printed tokens
- Something to mark out the game area and the safe zone

**Before the lesson:**

1. Print the token page. They are labelled S_FC_2.

2. Set out the whole game area and the designated 'safe' area – this is the prey's habitat and they cannot be caught there because they are adapted to it and can find safe niches to hide in.

3. Distribute the plankton food tokens throughout the game area.

**To play the game:**

1. Pick 2 - 4 pupils to act as predators. The rest of the pupils are the prey.

2. The aim is for the pupils to collect as many plankton tokens as possible. They have to avoid being 'eaten' (tagged by the predators).

3. Set a timer for the game play and then start the game. The predators run around trying to tag the other pupils. If caught by a predator, the pupils move to the side and sit until the end of the timer.

4. Once the timer is up, all the 'prey' that survive come together and their plankton food tokens are counted. The one with the most wins. They have to have collected at least 3 – this is to demonstrate that the animals have to leave their safe hiding places to feed otherwise they would starve.