15 - 30 mins

Predator vs Prey

Equipment required
- Print out of tokens in S_FC_2, one per group
- Something to mark out the game area and the safe zone

To play the game

1. 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.

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

3. Select 2 - 4 learners to act as predators. The rest of the learners are the prey.

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

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

6. Once the timer is up, ask all the 'prey' that survive to come together and count their plankton food tokens. The one with the most tokens wins. Encourage learners to collect at least 3 tokens, to demonstrate that the animals must leave their safe hiding places to feed otherwise they would starve.