

Build a Prairie

- Objective:** To introduce students to what is required in order for a prairie to grow.
- Procedure:** This activity can be used as an introduction to the prairie or as a review. If it's an intro, students might have questions about what a seed source is and why a prairie needs fire. If it's a review, have students reflect on what else a prairie needs and then add these to the game! To get students involved from the start, have them actually make the game. Below are some graphics that could be used, but it's also easy to have students cut the pieces out of construction paper.
- Supplies:** 9 x 12 playing boards (pieces of construction or other paper to represent the area where the prairie is to be planted), dice, symbols or pictures to represent soil, seed source, sun, rain, fire, and prairie plants

Playing Boards: Any piece of paper on which players can build their prairie. Each player needs one.

1=soil
2=seed source
3=sun
4=rain
5=fire
6=prairie plant

Chart: Shows the value of each throw of the die:

Playing Pieces: Each team needs supplies so that all players can build a prairie. These can be actual pictures or symbols cut from construction paper.

Directions: Divide the students into groups of four. Give each group an envelope that contains one die, one chart, and four each of game boards, soil, suns, seed sources, rain, fire, and prairie pictures.

Students place the game board in the center of the playing area. They then take turns rolling the die to gather the components they need to start their prairie. They must obtain the sun, soil, seeds, rain, and fire before they can place the prairie plant on their game boards. If a player rolls a number of something he/she already has or a player rolls a six before he/she has all the requirements a prairie needs, then that player's turn is forfeited and it becomes the next player's turn. To make the game more challenging, have players collect their pieces in order! The game continues until all players have plants on their game boards.

