

Habitat Game: Survival Shuffle

Purpose: Students explore what species need to survive by collecting resources and responding to environmental challenges in a movement activity.

SDG 15: Life on Land: Students explore biodiversity, habitats, and the conditions species need to survive.

SDG 13: Climate Action: Students examine how environmental changes (drought, wildfire, extreme weather events) impact ecosystems and species survival

Goal: Students “survive” if they have **at least one of each resource** when time ends

Materials	Setup	How to Play (10 mins)
<ul style="list-style-type: none"> • Coloured Resource Tokens: Can be pieces of paper or lego etc. (a minimum of 25 tokens per resource) • Red = Food Blue = Water Green = Space Yellow = Shelter • Four large Survival Shuffle cards (see p. 3) that represent resources: Red = Food Blue = Water Green = Space Yellow = Shelter • Obstacle Cards (resource loss - see p.4) • Positive Event Cards (resource gain - see p. 5) • Timer 	<ul style="list-style-type: none"> • Place several tokens (at least 25 of each colour) of each colour at 4 clearly marked stations: Food, Water, Shelter, Space. • Put students in pairs (<i>make sure they know who their partner is ahead of the lesson</i>) • Shuffle both the Obstacle and Positive Event cards all together. • The teacher stands in the center holding the cards. • Students choose a Canadian species that they would like to be and begin with no resources. • Explain to students: In Indigenous teachings, when one part of the land is harmed, all beings feel the impact. This game helps us understand how imbalance affects our relatives. 	<ul style="list-style-type: none"> • Collect: Students move around the classroom clockwise and gather one of each resource (Food, Water, Shelter, Space). • Draw: Once they have one of each, they draw a card from the teacher. • Obstacle Card: Lose listed resource(s) and return them to the station. • Positive Event Card: Collect listed resource(s). • Continue collecting and drawing cards until the timer ends.

After the Game, debrief & discuss:

- Who survived? Who didn't? Why?
- What made survival easier or harder?
- What does this show about real ecosystems?
- How did obstacles affect your species?
- How did positive events help?
- Which species struggled the most?
- What responsibilities do we have when we see imbalance?
- How can we act with respect and care for all living things?
- **Optional:** Tally class survival rate

Print Materials

Survival Shuffle Cards

<p>Food Red</p>	<p>Water Blue</p>
<p>Shelter Yellow</p>	<p>Space Green</p>

Obstacle Card Examples with Resource Loss

<p>Drought – the land dries up.</p> <p>Lose 1 Water token</p>	<p>Pollution – Habitat is contaminated.</p> <p>Lose 1 Food token</p>
<p>Predator Nearby – Danger prevents access.</p> <p>Lose 1 Shelter token</p>	<p>Competition for Food – Other species take food.</p> <p>Lose 1 Food token</p>
<p>Loss of Shelter – Nest, burrow, or den destroyed.</p> <p>Lose 1 Shelter token</p>	<p>Disease – Weakens your species.</p> <p>Lose 1 resource of your choice</p>
<p>Extreme Weather – Storm or flood hits.</p> <p>Lose 1 Water token and 1 Shelter token</p>	<p>Human Disturbance – Construction or people disrupt the habitat.</p> <p>Lose 1 Shelter token</p>
<p>Seasonal Change – Plants haven't grown yet, or snow covers ground.</p> <p>Lose 1 Food token.</p>	<p>Fire – Fire destroys habitat.</p> <p>Lose 1 Shelter token and 1 Food token.</p>

Positive Event Cards – Resource Choice

<p>Extra Berry Bush Found – Your species finds extra food.</p> <p>Collect Food Token</p>	<p>Water Source Discovered – A new stream or pond appears.</p> <p>Collect Water Token</p>
<p>Safe Shelter – You find a secure nest, burrow, or den.</p> <p>Collect Shelter Token</p>	<p>Protected by Others – Governments and communities work together to protect habitat and species.</p> <p>Collect Food, Water, or Shelter Token</p>
<p>Habitat Restoration – Trees, plants, or wetlands are restored.</p> <p>Collect Food, Water, Shelter or Space Token</p>	<p>Migration Success – Your species moves to a better habitat.</p> <p>Collect Food, Water, Space or Shelter Token</p>
<p>Pollution Cleared – Trash or harmful chemicals are removed from your area.</p> <p>Collect Food or Water Token</p>	<p>Community Support – Humans set up feeders, boxes, or gardens.</p> <p>Collect Food, Water, Shelter or Space Token</p>
<p>Rainfall / Seasonal Improvement – Water sources refill and plants grow.</p> <p>Collect Food or Water Token</p>	<p>Cooperation – Another species helps you find resources.</p> <p>Collect Shelter or Space</p>