# Activity: Web of life game



#### Learning objectives

- To demonstrate how the natural world is interdependent.
- Discussion of food-webs and food chains.





## **Teacher Preparation**

Find an area where pupils can form a circle.

## Equipment & Resources

- A ball of string/wool
- Sticky labels

#### Main activity

- 1. All stand in a circle. Each person is given a label with a plant or animal. Somebody is chosen to begin with a ball of string. Ask them to hold the end of the string and give a statement such as "I am a greenfly, I am eaten by a ladybird". They then throw the ball of string across the circle to the ladybird.
- 2. The ladybird has to find someone else in the circle that can make a connection to them, possibly a blue tit. They keep hold of the string by wrapping it around their finger and then throw the ball. Gradually a 'web' is created linking everybody in the circle. Keep the string taut.
- Some players may receive the ball of string more that once, for example, an oak tree. This makes a particularly important point if deforestation is the "action" that had taken place. Very rapidly players feel the tug.
- 4. As the teacher, explain that something has happened to affect one of the players in the circle. It may be that somebody has decided to chop down a particular tree, spray the greenfly or take some other action'. The player affected is asked to 'die' sitting down or stepping back. Because the string is wrapped around their finger, the string is pulled tighter.
- 5. Ask the players if any of them felt that 'tug' on the string. At least two other players should have done. See how they will be affected by what has happened. These players 'die', and so more feel the tug.
- Continue until the entire circle has felt the string 'tug'. The game can be started again with an alternative 'action' being given.
- 7. Finish by discussing the interdependence of nature.

