Ecological Jenga – Teachers Notes

How to Build:

- I. Create 24 rectangle wooden blocks. (20x5x3cm)
- 2. Paint blocks:
 - a. 6 Red
 - b. 6 Yellow
 - c. 6 Green
 - d. 6 Brown
- 3. Draw animals onto the blocks:
 - a. Red = Carnivores (e.g. Tiger, Bird of Prey, Tarantula)
 - b. Yellow = Herbivores (e.g. Grasshopper, Deer, Sparrow)
 - c. Green = Plants (e.g. Flower, Tree, Grass)
 - d. Brown = Detritivores (e.g. Woodlouse/Millipede, Worm, Dung Beetle)

How to Play:

I. Create a tower using the blocks:



Use three blocks for each layer, leaving a gap between the blocks.



Alternate the direction of the blocks with each layer.



Coloured blocks must go in the order of brown at the bottom, green, yellow and then red.

Your tower should look like this.

- Each player takes it in turn to remove a block from the tower.
 a. Blocks cannot be removed from the top layer.
- 3. The aim of the game is to not let the tower fall!











Notes for Teachers:

0

Ecological Jenga can be used to teach pupils about the importance of all living things and of how they are connected.

- As pupils remove blocks from the tower, stack them by colour. .
- When the tower falls ask the class the following questions:
 - What colours or groups have we removed the most? 0
 - N.B. More brown and green blocks should have been removed in order to make the tower fall.
 - Brown and green blocks represent the bottom layers of the food chain and habitat ecology. This can demonstrate how the big carnivores cannot survive without the little millipedes.
 - Which group of living things is the most important in a habitat? 0
 - All of them! .
 - There must be balance in an ecosystem for it to function well. .
 - How do we give animals and living things the best chance of survival?
 - By looking after their habitats.
 - Giving them a place to live inside our own habitats i.e. fragmented forest in plantations.

Extension: At the start of the game, remove all of the 'trees' from the tower to represent a logged forest.









