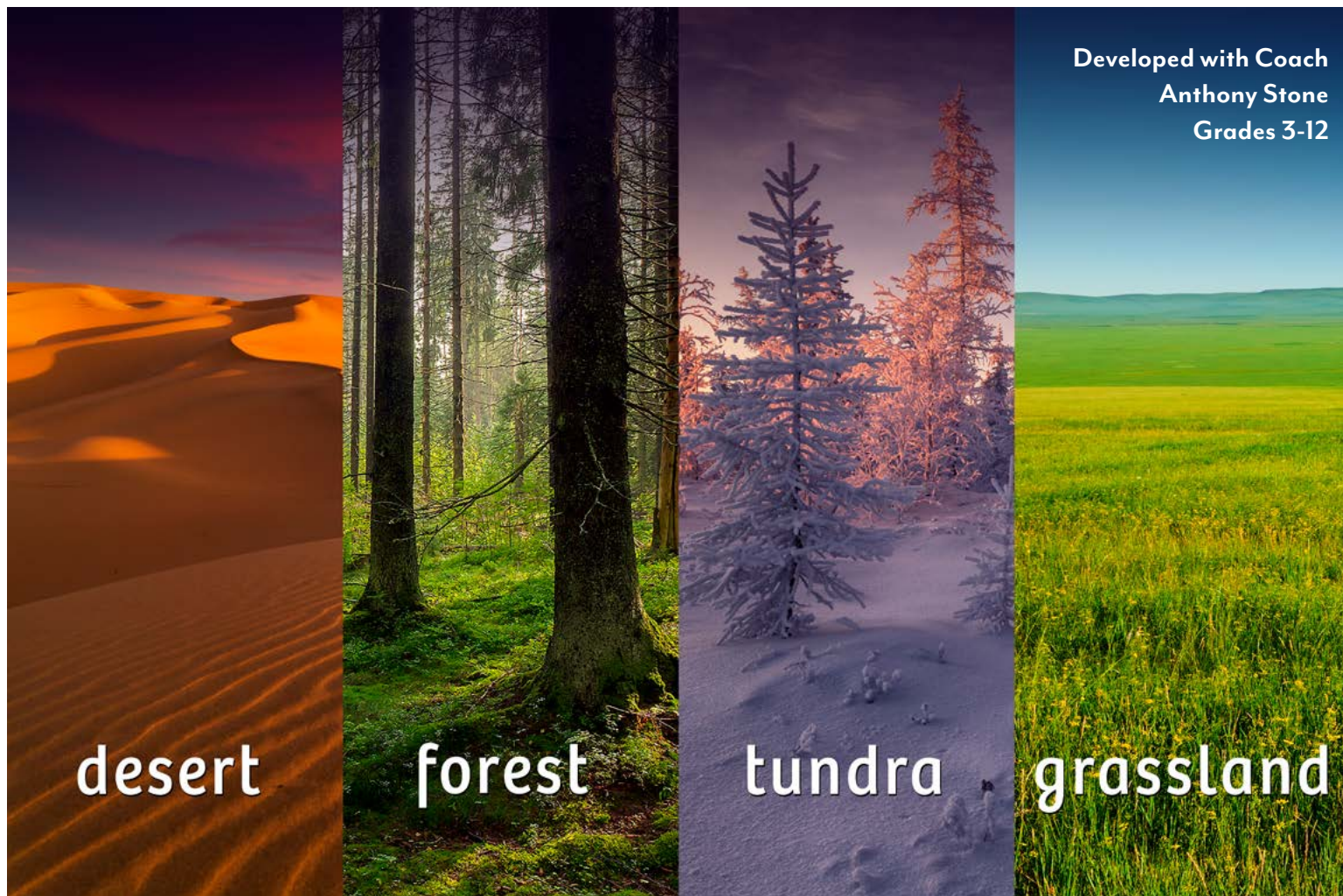


DEFENDER of the HABITATS



Developed with Coach
Anthony Stone
Grades 3-12

OBJECTIVES

Students will...

- Learn about the different areas of geography in the world.
- Learn what animals live in different areas of the world.
- Learn how to follow instructions
- Work as a team and show good sportsmanship.
- Practice settling arguments and disagreements.
- Check their heart rate before and after the activity (optional).

PURPOSE OF THE GAME

This strategy game encourages students to work together. The game teaches students the importance of critical thinking in addition to learning about the world's habitats.

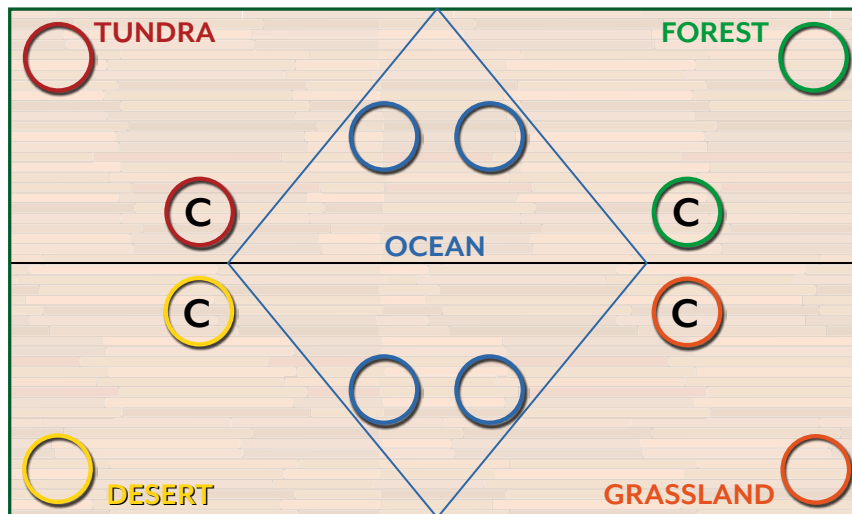
OBJECT OF THE GAME

Be the first team to safely bring back all animal cones belonging to their habitat.

SETUP

































1. Choose four animals from each habitat area and print out a picture of each animal (16 animal pictures total). Attach an animal picture to each agility cone. Desert animals go on yellow cones, forest animals go on green cones, tundra animals go on red cones, and grassland animals go on orange cones. See the next page for some examples of animals from each habitat.
2. Set up playing area like in the diagram below. Game can be played in a gym, but playing on a big, open grass field is recommended. Use the dome cones (6 each of yellow, green, red, and orange) to outline the habitat areas. Four blue hoops go in the ocean, and each habitat gets 2 hoops of their color. Each habitat will have one of their hoops placed in the back corner of the habitat, and the other serves as that habitat's cage.
3. In the hula hoop located in the back corner of each habitat, place a "set" of four animal cones, one from each habitat. For example, in the red hula hoop in the back corner of the Tundra habitat, place one cone of each color. Do the same for the other three habitats.

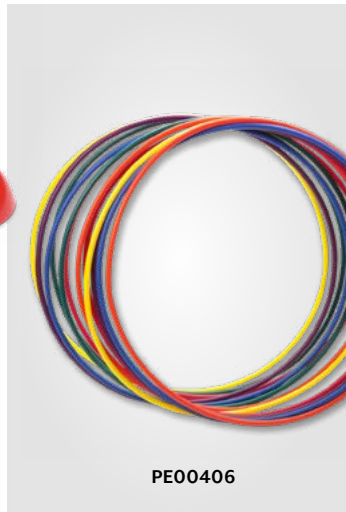
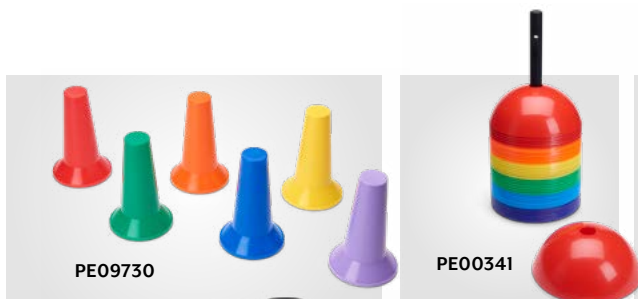
GAME SETUP DIAGRAM



HOW TO PLAY

1. Divide students into four teams. Be sure each team has an even number of students on each team — no more than two extra students on a team. Each team is assigned to one of the four habitats, and each member of the team should wear a flag belt and arm sleeves that match the color of their habitat.
2. Each team begins the game in their own habitat area. When play begins, players travel to other habitats to attempt to retrieve the animal cone that belongs in their habitat (red team tries to bring red cones back from other habitat areas). Teams can develop a strategy on whether to guard against other teams to stop them from stealing animal cones from their habitat, or they may choose to focus on winning by stealing back their animal cones from other habitats. Teams can have as many players as they choose guarding their cage, but only one person is allowed to guard the hoop containing the animal cones.
3. A player is safe in their own habitat, but once they enter another habitat, players from that habitat can attempt to remove flags from the "visiting" player. If a flag is removed from a visitor, the "captured" player is taken to the hula hoop serving as the cage for that habitat. The visitor then puts their flag back on and remains in the cage until one of their teammates gives them a double high-five. The rescuer then escorts their freed teammate back to their habitat. Neither person can be tagged as they return to their habitat. (For example, a player from the Tundra habitat enters the Desert habitat. A member of the Desert habitat team takes the Tundra player's flag. The Tundra player goes to the cage in the Desert habitat, replaces their flag, and waits until another Tundra team member double high-fives them. The rescuer from the Tundra escorts their teammate back to the Tundra habitat by holding their hand or wrist. No one can tag them on their way back to the Tundra habitat.)
4. In the Ocean (neutral) habitat, anyone can take anyone's flag. If a student's flag is removed while they are in the Ocean habitat, they must go to one of the Ocean hula hoops and perform the exercise in that hoop. These hula hoops should be located outside of the playing area. The player then remains in the hula hoop until another player takes their place. For this to happen, all four hula hoops need to be filled. Once all four hula hoops are filled, players are freed in the order in which they entered, so when the fifth player is tagged, they take the place of the first player, the sixth player takes the place of the second player, and so on. As with the other cages, the student cannot be tagged on their way back to their habitat. Exercises that may be performed include push-ups, sit-ups, grass hoppers, mountain climbers, jumping jacks, stride jumps, skiers, bells, planks, and more.
5. If a player is caught while carrying an animal cone, the cone goes back to where the player took it from.
6. Only one animal cone at a time can be brought back. The cone cannot be thrown, handed off, or passed in any way. The player in possession of the cone must be the one to take it back to their habitat.
7. Once a team has all four animal cones of their team color, the game is over. Another game can be played if time permits. Give teams time to modify their strategy if they wish before beginning a new game.

Desert	Forest	Tundra	Grassland
			
Camel	Black Bear	Polar Bear	Groundhog
			
Roadrunner	Deer	White Wolf	Prairie Dog
			
Desert Bighorn	Monkey	Caribou	Bobcat
			
Kangaroo Rat	Moose	Arctic Hare	Badger
			
Meerkat	Owl	Snowy Owl	Panther
			
Snake	Wolf	Lemming	Lion
			
Lizard	Jaguar	Musk Ox	Hawk
			
Desert Tortoise	Woodpecker	Arctic Fox	Coyote



EQUIPMENT LIST

- MAC-T® Agility Cones, set of 48 (**PE09730**)
- MAC-T® Dome Cones, set of 36 (**PE00341**)
- MAC-T® Large Super Strap & Flag 30-pack (**PE09168**)
- Economy Plastic Hoops, set of 12, 36" dia. (**PE00406**)
- Sleeve-IT (**PE07537-PE07541**)

MODIFICATIONS

Instead of having a cage in each habitat, the player must do an exercise and then must stay on the island (scattered around the gym). Player stays on the island until the timer goes off. To implement this modification, 12 timers would be required.



SEL POWER-UP REFLECTION

Suggested questions for an SEL-focused discussion after the game.

GROUP REFLECTION:

1. How did the game change when you started to try to retrieve the cone in other people's areas?
2. Did your group come up with a strategy for defense and offense?
3. How did it feel when you got a cone? Or when you lost a cone?
4. What do those feelings tell us about the other group's playing?
5. Can you think of any examples in your daily life or in the world that might be similar to this game?
6. Was teamwork important? Why or why not?
7. Can you identify a moment when your team did not make a responsible decision while playing?
8. Did you have disagreements with your team? If so, at what points and why?
9. How did you resolve any disagreements or issues that arose?
10. What role did communication play in the game?

SELF-REFLECTION:

1. Which of your strengths helped the team?
2. Which of your weaknesses can you target to improve as a team player?
3. Did I do my best to be a team player?

Lesson Plans are developed with teachers with no claim of original authorship.