

34. FOOD CHAIN GAME

Meaning:
celebrating the
cycles of nature.

Linked to
contact and
emotion

Objective:

To recognise where different plants and animals are in the food chain (producer, primary consumer, secondary consumer, tertiary consumer, apex predator) and that we are all linked and rely on each other.

You could begin the activity by asking children what their favourite food is. Animals also have their favourite food.

Hints & Tips

What are they? A food chain is a visual way of showing how plants and animals get their energy (through their food). They always start with a producer, which is something that can make its own food, such as a plant. Any living thing that eats plants or animals is a consumer. In a food chain you will have the producer, followed by the primary consumer. Then you have the secondary consumer, tertiary consumer and finally the apex predator, which is at the top of the food chain and doesn't have anything preying on it (e.g. humans, bears, lions etc).

Plenary/Wrap Up

Ask what would happen if there were too many of one type of plant or animal.

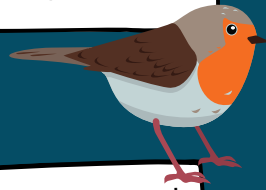
Ask what would happen if there were too few of one type of plant or animal.

Follow-on activities: Animal Simon says (no 23), compassion pathway activities (no 11-15 & no 35-38).

Resources

4 or more players

Food chain picture cards, one per person



Instructions:

1. Ask the children and families if they can give any examples of a food chain. Then introduce food chains and the one you will be using for the game.
2. Ask everyone to stand in a circle and to put their hands behind their back.
3. Give each person a card. They are not allowed to look at it.
4. The idea is to work out what you have on your card without using words or looking, and then find people with the same card as you and make a group. For this game to work, children and families must show others what they have on their card by doing actions. For example, you may see someone with a bird on their card. You could go up to them and flap your arms like a bird, so they know they have a bird card.
5. Once you know what you have on your card, you need to go and find the rest of your group – those with the same picture card as you – until everyone is standing with a group. On a count of three ask everyone to reveal their cards and see if they managed to join the right group.
6. Once everyone has found their groups ask them to get into a food chain line. Try to have at least one person from each group.

RSPB Wild Challenge

Spot it!

Make a Beetle Bucket
Make a Pond Dipping Net
Make a Sweep Net
Make a Pitfall Trap

34. GÊM Y GADWYN FWYD

Ystyr:
dathlu â
chylchredau byd
natur.

Cysylltiedig
â cyswllt ac
emosiwn.

Amcan:

Sylweddoli lle mae gwahanol blanhigion ac anifeiliaid yn y gadwyn fwyd (cynhyrchydd, ysydd cynradd, ysydd eilaidd, ysydd trydyddol, ysglyfaethwr apig) a bod pob un ohonom yn gysylltiedig â'n gilydd ac yn dibynnu ar ein gilydd.

Adnoddau

Gallech ddechrau'r weithgaredd drwy ofyn i'r plant beth yw eu hoff fwyd. Mae gan anifeiliaid eu hoff fwyd hefyd.

Pedwar neu fwy o chwaraewyr

Cardiau cadwyn fwyd, un i bob person.



Awgrymiadau

Beth ydyn nhw? Mae cadwyn fwyd yn ffordd weledol o ddangos sut mae planhigion ac anifeiliaid yn cael eu hegni (drwy eu bwyd). Maent bob amser yn dechrau â chynhyrchydd, sy'n rhywbeth sy'n gallu gwneud ei fwyd ei hun, megis planhigion. Mae unrhyw beth byw sy'n bwyta planhigion neu anifeiliaid yn ysydd. Mewn cadwyn fwyd bydd gennych gynhyrchydd, yn cael ei ddilyn gan yr ysydd cynradd. Yna mae gennych ysydd eilaidd, ysydd trydyddol ac yn olaf yr ysglyfaethwr apig, sydd ar frig y gadwyn fwyd ac nad oes dim byd yn ei fwyta (e.e. pobl, eirth, llewod ac yn y blaen).

Grŵp llawn / crynodeb

Gofynnwch beth fyddai'n digwydd pe bai gormod o un math o blanhigion neu anifail.

Gofynnwch beth fyddai'n digwydd pe bai rhy ychydig o un math o blanhigion neu anifail.

Gweithgareddau dilynol: Mae Seimon yn dweud anifeiliaid (rhif 23), compassion pathway activities (rhif 11-15 a rhif 35-38).

Cyfarwyddiadau:

1. Gofynnwch i'r plant a'r teuluoedd a allant roi enghreifftiau o gadwyn fwyd. Yna cyflwynwch y gadwyn fwyd y byddwch yn ei defnyddio ar gyfer y gêm.
2. Gofynnwch i bawb sefyll mewn cylch a rhoi eu dwylo y tu ôl i'w cefnau.
3. Rhowch gerdyn i bob person. Does dim hawl ganddynt i edrych arno.
4. Y syniad yw ceisio darganfod beth sydd ar eich cerdyn chi heb ddefnyddio geiriau a heb edrych, yna dod o hyd i bobl sydd â'r un cerdyn a chi a gwneud grŵp. Er mwyn i'r gêm hon weithio, rhaid i blant a theuluoedd ddangos i bobl eraill beth sydd ganddynt ar eu cerdyn drwy wneud symudiadau. Er enghraifft, efallai y byddwch yn gweld rhywun ag aderyn ar ei gerdyn. Gallech fynd ato ac ysgwyd eich breichiau fel aderyn, er mwyn iddo wybod bod ganddo gerdyn aderyn.
5. Pan fyddwch yn gwybod beth sydd gennych ar eich cerdyn, bydd angen i chi chwilio am weddill eich grŵp - y rhai sydd â'r un cerdyn llun â chi - nes bod pawb yn sefyll gyda grŵp. Ar ôl tri gofynnwch i bawb ddangos ei gerdyn, a gweld a ydynt wedi llwyddo i ymuno â'r grŵp iawn.
6. Pan fydd pawb wedi dod o hyd i'w grŵp gofynnwch iddynt ffurfio llinell cadwyn fwyd. Ceisiwch gael o leiaf un person o bob grŵp.

Sialens Wyll RSPB

Chwiliwch!
Creu Bwced Chwilod
Creu Rhwyd I Drochi Pwll
Creu Rhwyd Ysgub
Creu Mag!