

Activity Title:

'Coasties' Dune Community Bingo – pest plants and animals

Focusing question

What are some plants and animals that are not so good (introduced, or non-native) for the dunes?

Resources required

Copying: create copies of picture cards and game boards from both activities 21 (i) and (ii) (photocopy and cut). Make enough for one set per group of four students. For a more durable game, either laminate the cards, or glue the printed sheets onto cardboard before cutting.

Prior learning

- 2b Introduced dune plants and weeds
- 2h Introduced dune animals – rabbit case study
- 2i Interrelationships – dune animals and plants
- 2k Ecosystems relationships

Method

- 1 The extra game pieces are added as a supplementary set to the first bingo game focusing only on native dune wildlife.
- 2 The objective of this activity is to become familiar with some of the non-native (pest) plants and wildlife which have been introduced into the sand dunes.
- 3 Before starting play, it will be necessary to explain the difference between good (native) and bad (introduced) plants and animals. Discuss the impact non-native plants and animals can have on our native dune wildlife. For more information, see Lesson Plans under Prior Learning.
- 4 Method of play is the same as Activity 21 (i), however group size may be up to six players.

Possible next steps

- Choose one 'bad' animal or plant for further research. Draw it, write about it, label it and make it out of materials available. Look at the impact these animal or pests can have on our native dune wildlife. This could be done as a class or individually.
- Hold a brainstorming session to look at what actions people or communities could take to address the issues/control the problem. Choose an aspect the class could adopt as a student-led project. Design dune care posters.

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Environmental Education Aspect:

About and With/For the environment

Personal and social responsibility for action

Environmental Education Concept:

- Biodiversity
- Sustainability
- Interdependence

Curriculum Links:

- Science
- Social Science

Suggested Curriculum Level:

Level 1 – 4

SUSTAINABILITY TIP!

Laminate cards for future re-use. Alternatively, paste them onto a cardboard backing.



Alternative activity

Play the 'What dune plant or animal am I?' game

Play this guessing game about the dune plants and animals, as a follow on activity from the Dune Bingo game. Use the individual Dune Bingo picture cards (native and non-native). The teacher puts one card, face down, in front of each player (they may look at it but should not show the rest of the class).

The object of the game is for the rest of the class to guess which dune plant or animal card you have. The first student goes to the front of the class. Take turns to ask a question of that person. The questions must be about the biology of the animal or plant. The person is only allowed to answer 'yes' or 'no'. Keep asking questions until the dune plant or animal is correctly identified. The student then shows their picture card to the rest of the class.





Rāpeti
Rabbit



Gazania



Tuatete
Hedgehog



Lupin



Toriura
Stoat



Pampas



Rīroi
Rat



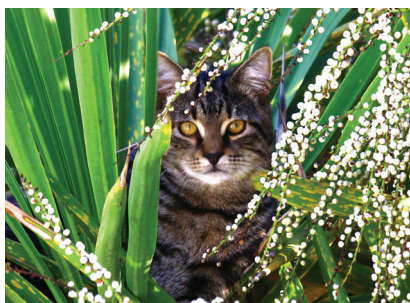
Boxthorn



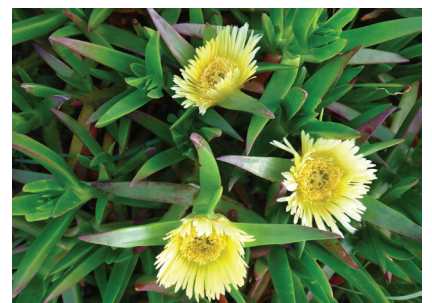
Kurī
Dog (uncontrolled)



Gorse



Ngeru
Cat (feral)



South African ice plant

Acknowledgement of photo source for bingo cards (pests):
Department of Conservation: Stoat, hedgehog
Simple Designs: Rat, gorse, cat
(All other photos supplied by Coast Care)



Game boards

Rāpeti Rabbit	Gazania	Tuatete Hedgehog
Lupin	Toriura Stoat	Pampas



Rīroi Rat	Boxthorn	Kurī Dog (uncontrolled)
Gorse	Ngeru Cat (feral)	South African ice plant