

Food Chain Activities

Agape Center for Environmental Education



Food Chain: Stack Attack (K-5)

This activity focuses on food chains that can occur between various organisms.

Supplies:

- Cups
- Pictures of many different animals
 - Glue/tape
 - Sharpie

Directions:

- Pass out 6 or more cups to each student.
 - Have them each pick out different organisms that make a food chain (one organism per cup).
- Glue/tape pictures of animals onto the upside down cups and write the organism's name on the cup as well.
- Use the cups to demonstrate the food chain by stacking the cups in the appropriate order.
- Have students see how their cup chain can work with other cup chains.

Addition:

Add information about the animals on the cup as well. For example: producer/consumer/decomposer, habitat, range, etc.



Higher Levels To Address Biomagnification:

- Tape a red piece of tape in a few cups, tell students not to look into their cups.
- Have them create a chain with the available cups.
- After a chain has been made, see how many pieces of red paper are in that chain.
- Discuss how that top predator now has multiple pieces of paper, representing biomagnification in food chains.

Green Note: Try not to use Styrofoam cups as these don't biodegrade well. It can actually stick around for well over 1,000 years, some estimates even say 1,000,000 years!



Food Chain/Web: Food Chain War (K-8)

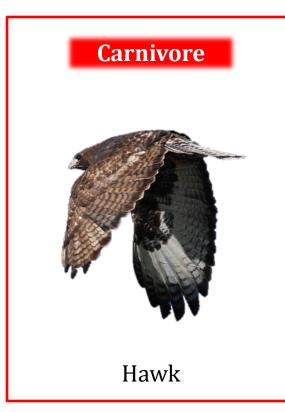
This activity focuses on food chains that can occur between herbivores, omnivores, carnivores, decomposers, and plants.

Supplies:

Printable cards (recommended that these are printed on cardstock/glued to construction paper and laminated for multi-use).

Directions:

- Split the deck of cars evenly between two players.
- Each flip over the top card in their personal deck and lay it down in front of them.
- Decide which card would beat the other if they were to interact with one another. The winner takes both cards and adds them to the bottom of the deck.
 - In case of a tie (two carnivores/herbivores/plants, etc.), flip over three cards face down, and a fourth card face up. Whoever wins with the fourth card keeps all the cards.
- Decomposers beat all other cards (If there is a tie, treat this the same as other ties).
 - Play in one of two ways:
- 1. The animal has to actually eat the other card or it is a tie.
- 2. The card that is higher on the food chain wins.
 Use the following order: Decomposer,
 Carnivore, Omnivore, Herbivore, Plant.
 - The game is won when one person is holding all of the cards.



Deck Information:

47 Card Total

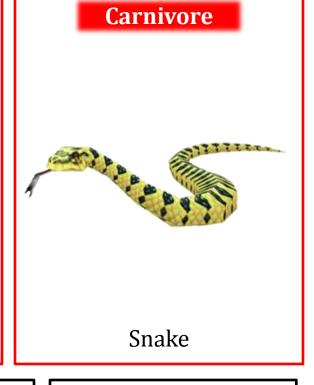
8 Carnivore (red cards)

16 Herbivore (light green cards)

8 Plant (dark green cards)

13 Omnivore (light blue cards)

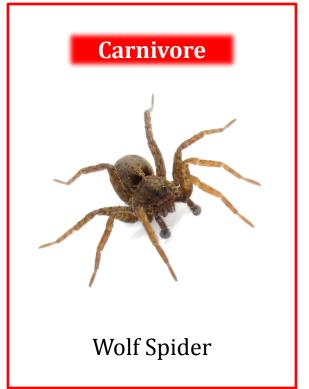
2 Decomposers (purple cards)

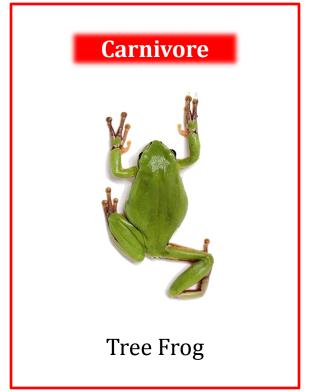


Additional Challenge:

The card only wins if it would actually eat the other card in real life.



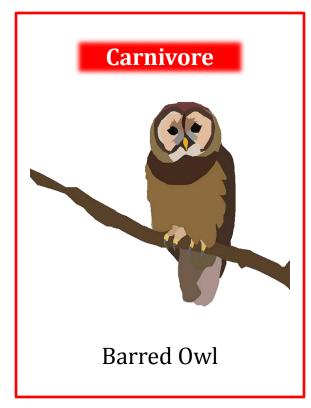




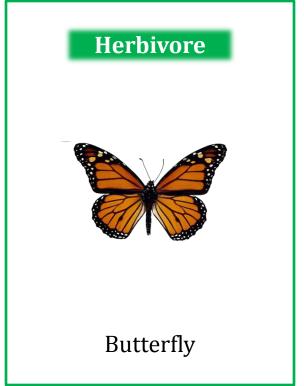




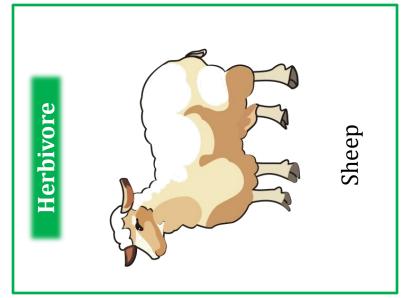






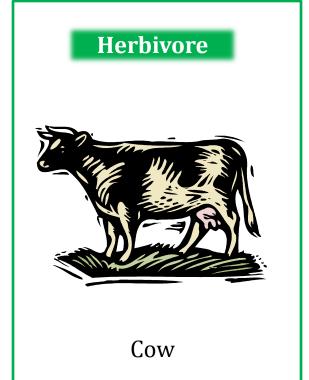




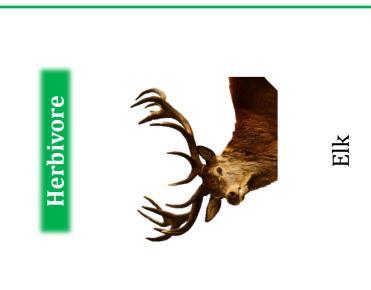










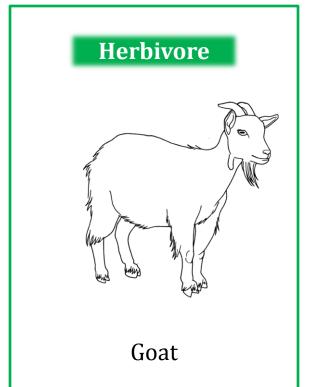




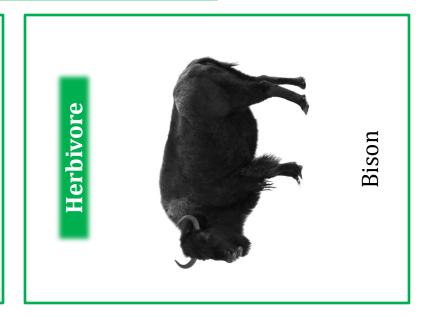






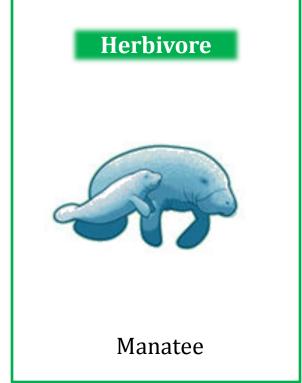












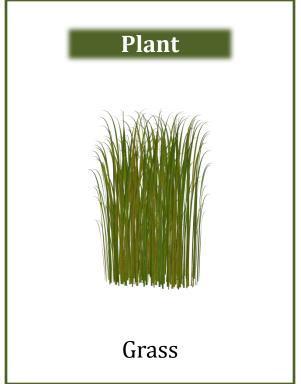


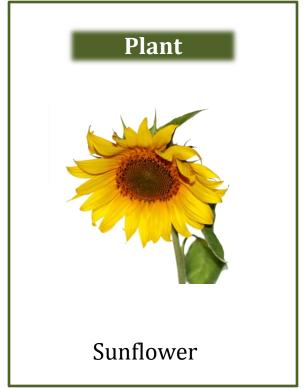




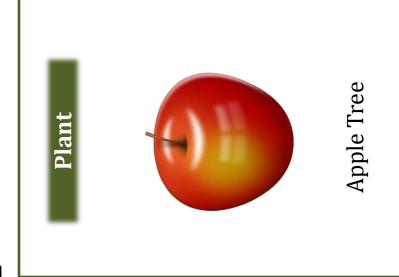








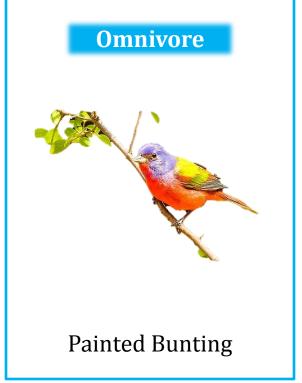












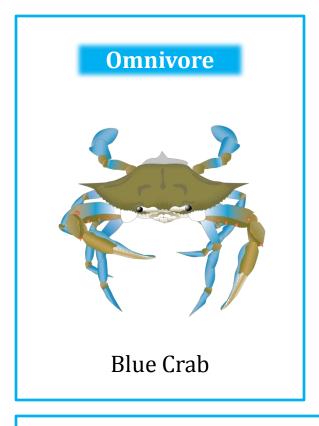


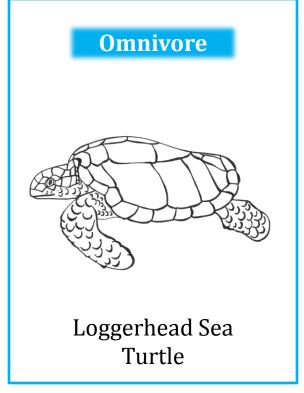


Bear

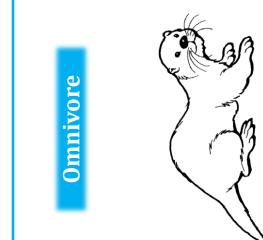


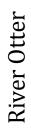








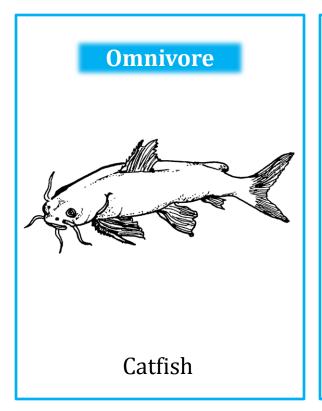








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Food Chain: Food Chain War Examples













