



WILD Music

Based on the musical chairs game, this activity is designed for younger students (primary) and shows that all forms of life, including wildlife, are affected by changes in their environment. Wildlife numbers and species composition are not static, but are constantly changing (dynamic). Communities are constantly being replaced, and natural events or human activities affect the rate and direction of that succession. This activity can get quite noisy as the deer frantically look for suitable habitat while trying to avoid the undesirable spots.

Objective:

Students will be able to realize that variation and change occur in all ecological systems.

Method:

Students find danger in their environment.

Background:

The major purpose of this activity is for students to recognize and understand some of the basic needs of wild animals in their environment and what effect adverse circumstances have on their lives. It also shows why there are times when the habitat is no longer desirable or is no longer able to support the animals, so they need to migrate to a more suitable habitat if they do not wish to die.

Materials:

Chairs for each participant, music (tape player, stereo, piano, etc.), masking tape, three signs labeled “no food,” “no water” “no shelter.”

Procedure:

Place a chair for each person in a circle, with the three signs taped in plain view on random chairs. Play music, as in musical chairs, but do not remove any chairs. Have the students sit on the chairs in the circle and tell them they are animals in a forest and the chairs represent their habitat. Tell them that when the music starts, they should imagine it is a beautiful evening in the forest and that they are going out to get their food. When the music stops it means a storm has come up and they need to find shelter in the nearest habitat (chair). The students who wind up in the marked chairs are out of the circle. Since their habitat has no food, water or shelter (one of the signs), a new environment needs to be found if they are going to survive.

For the next round of the activity, remove three unmarked chairs from the circle and use them to start a new circle representing a new environment. The students who were removed from the first circle migrate to the new environment where there are no signs. Play another round which will send three more students to the new environment. The new environment has all the elements they need, but eventually it, too, begins to deteriorate (add signs to it).

The game may continue as long as you want to acquire new environments, or it may be ended suddenly and dramatically by declaring that the forest has caught fire and destroyed their habitat.