



Good group cooperation is needed to guide the Lynx on its journey to its habitat and avoid dangers on the way.



Learning experience



Topic

Fauna



15-30 min.



Participants

- have basic knowledge on the characteristics of the lynx and its habitat (or respective animal)
- know about dangers wild fauna like the lynx faces
- understand the impact of their actions on wild fauna



Suitable for
outdoor sport instructors
(and course participants)



Practical sessions
Theoretical lessons



Outdoor F2F
Indoor F2F



Materials needed

Blanket with dangers (see example in appendix)
and tennis ball



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Preparation

Have the blanket ready and enough space.

Activity instruction

Have a look at the blanket together with your group and explore the journey of the lynx:

- What food does it look for?
- What does a normal habitat provide as home? Etc.
- What dangers is it facing?

When the setting is clear, have participants stand around the blanket, make them hold it horizontally between them and stretch it. Place a tennis ball in the hole next to the lynx. Now the task is to role the ball to the habitat (forest with rocks) by raising or lowering the blanket. Every participant has to hold the blanket with both hands. The ball has to stop at the green holes and avoid the others. If the ball drops in one of the other holes, the lynx dies and they have to start again.

Reflection and discussion

After the lynx has safely arrived at its habitat, you can facilitate a discussion:

- What impact do we have with our sport practice?
- How can we minimize the impact? Etc.

At the end of the discussions, you can tell the group that you can magically make the lynx appear into the room. At this point you encourage all the participants to take out their phones and type in Google the word LYNX. Underneath the first table of information (the Wikipedia description) you will see an interactive table with a moving lynx and the option - Visualize in 3D. Press the Visualize in 3D button and the lynx will magically appear in your room (make sure your phone camera is not blocked).

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Potential variations

Variations with other animals are manifold.

Additionally, other pedagogical activities to learn more about the habitat and dangers are recommended, e.g.

- game to build pairs with animal, trace, food, habitat (see pictures of animal cards)
- game to build pairs with vegetation: seed, leave, tree (see pictures of vegetation cards)
- food chain puzzle

Talk about the ecosystem in which the lynx lives in and ask the group to describe what kind of habitat the lynx need, how would they describe it, what kind of animals does it eat and what other animals may be present in the same ecosystem. Once you have a brief discussion, divide the group in 2 teams and have prepared beforehand some cards with different type of tree species and different types of animals that are eaten by the lynx and/or live in the same habitat as he does.

Matching pairs

This exercise will focus more on the particularities of the ecosystem the lynx lives in:

- the vegetation cards – prepare as much tree species as possible with 3 cards for each species (seed, leaf, the tree). Examples of species to prepare: beech, elm, yew, alder, hornbeam, mountain hawthorn, fir, spruce
- animal cards – prepare 4 set of cards for each species representing the following – the animal, the footprint, what it feeds on, the shelter where it lives. Examples of species to prepare: lynx, wild boar, beaver, wolf, bison, golden eagle, bear, stag

Each team will receive one scrambled set of cards – one group will receive the vegetation cards and the other the animal cards (if the groups are far enough from each other and not able to spy you can also give them the same set of cards). The mission will be to put the cards in the correct form of relationship for all the species.





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Food chain puzzle with lynx (see pictures in appendix 4)

If you manage to do the matching pair game, your participants will have a clear understanding of what the lynx ecosystem is composed of. They already understand the composition of the ecosystem and some of the mammals and their feeding habits. Now you can test the knowledges of your participants with the Food Chain puzzle game.

Print the 2 sheets from Appendix 3. From the completed food chain puzzle cut out all the species. Give the group the sheet with only the blank sheet and the cut-out species and ask the group to figure out the correct order from this food chain. Remind the group of the feeding relationship beforehand – decomposers, producers, primary consumers and secondary consumers (give some examples for each category if needed). There is only one correct way to complete the food chain puzzle.

Competition set-up

It can be very motivating to stage several exercises in a row as a competition and to have two groups competing against each other in different games dealing with the lynx.

1st exercise could start with the matching pair game; when this is solved the group can go to stage two, the food chain game. The first group to finish both exercises can try the journey of the lynx (with the blanket). If this has been completed successfully, the augmented reality lynx will appear. See appendix 1 for competition set-up.



Key words

#fauna



Source

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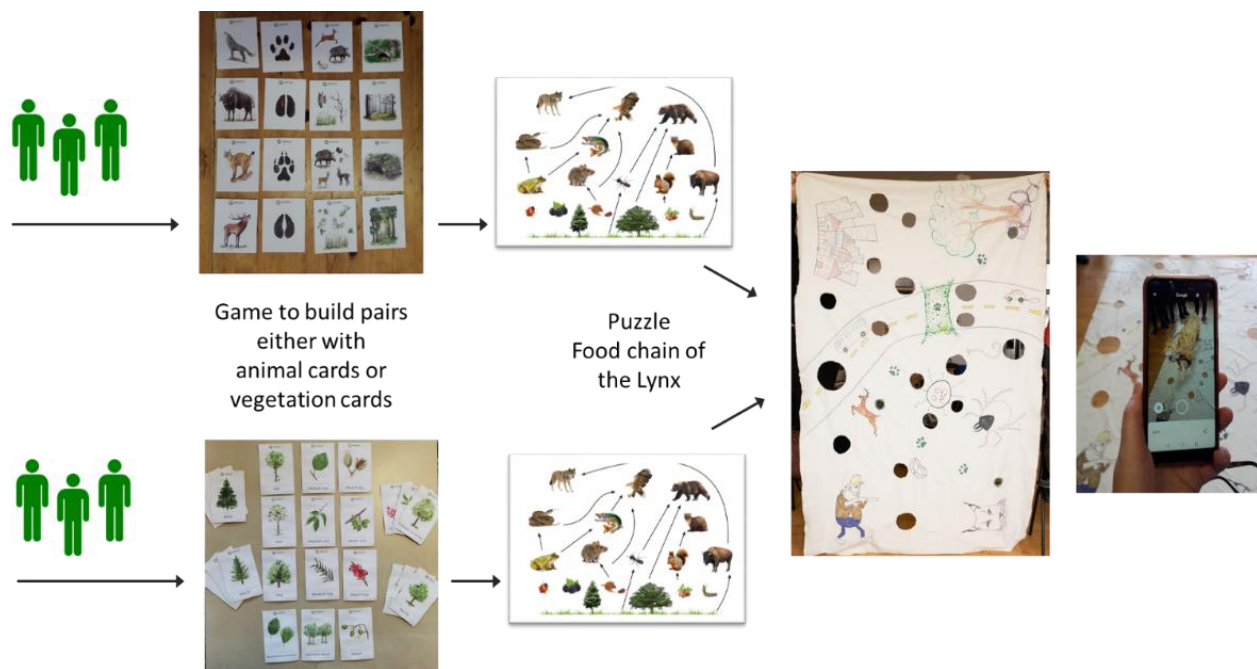
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Materials

- Appendix 1: Competition set-up
- Appendix 2: Picture of blanket with journey of the lynx (or respective other animal)
- Appendix 3: Pictures of Animal cards: trace, food, habitat game for inspiration and Pictures of vegetation cards: seed, leave, tree (no printable resources)
- Appendix 4: Pictures of Food chain puzzle (available also as printable resource)
- Appendix 5: Picture of augmented reality lynx
- Appendix 6: Picture of blanket with journey of the bison

Appendix 1: Competition Set-up



Appendix 2: Picture of blanket with journey of the lynx (or respective other animal)



Appendix 3: Pictures of Animal cards: trace, food, habitat game



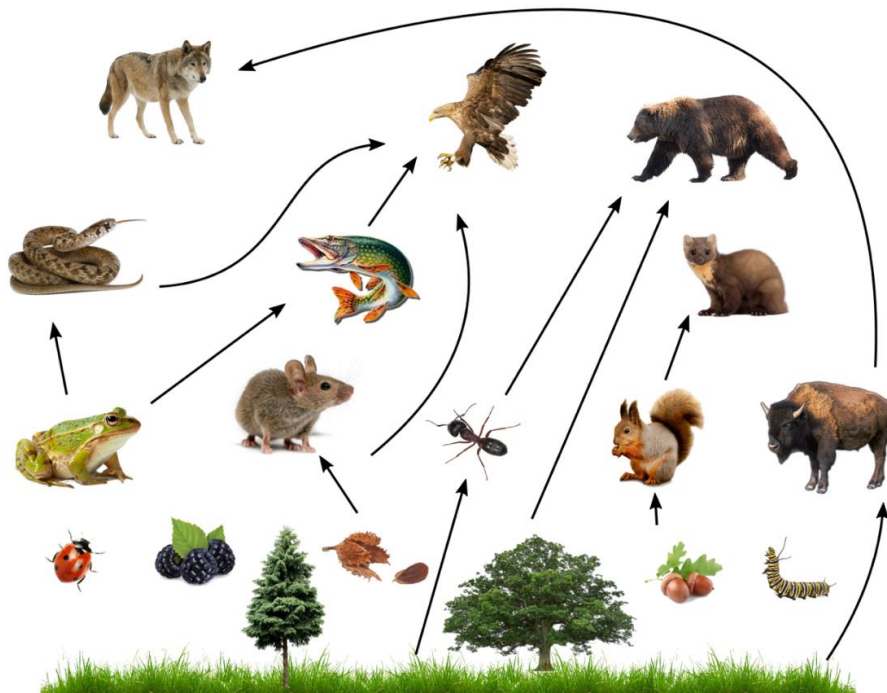
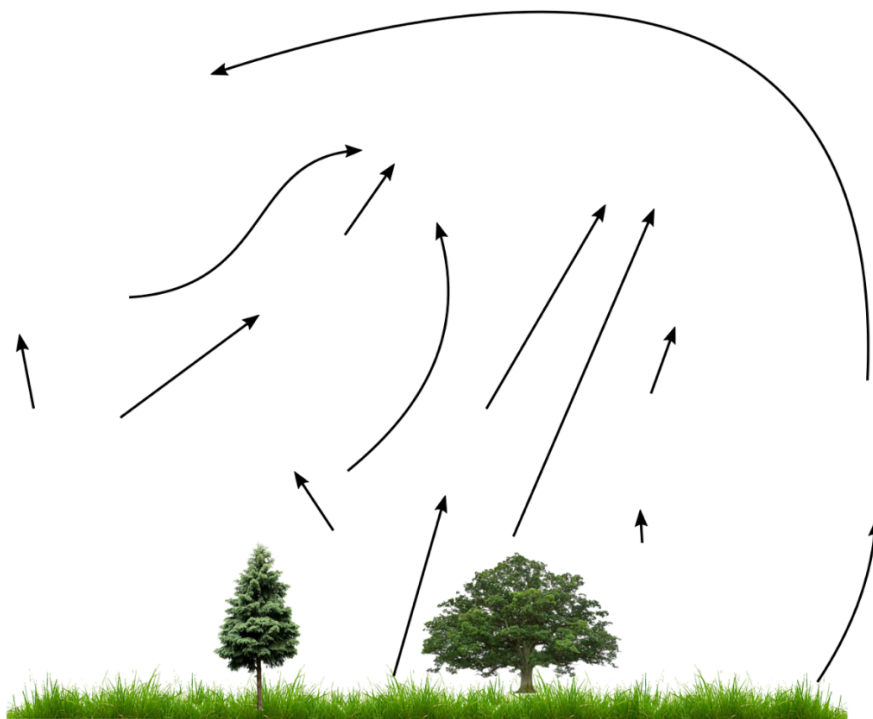
Cards will be available for sale over Carpathia Foundation (Romania) in English by 2024).

Pictures of Vegetation cards: seed, leave, tree



Cards will be available for sale over Carpathia Foundation (Romania) in English by 2024).

Appendix 4: Pictures of Food chain puzzle



Appendix 5: Picture of augmented reality lynx



Appendix 6: Picture of blanket with journey of the bison

