



Think Fast!



1. Ask students to form a circle and together choose a familiar biome that has a relatively high biodiversity. Pick four students to each name a different abiotic feature that could be important in that biome. Features may include a stream, lake, sunlight, soil, temperature, or elevation. Those students now represent that feature for the game.
 2. Ask everyone else in the circle to choose the name of an organism that lives in the biome. They are now those organisms for the game. If only animals are being picked, remind students that plants, trees, insects, and fungi are also important components of the ecosystem. Ask everyone to name his or her organism or abiotic feature again. Ask one or more students to practice reciting back the names. Each student has a name of a feature in the biome.
 3. Now, ask one student to stand in the middle of the circle. This student should say the name of an organism or abiotic feature represented by another student. For example, the student in the middle will say, “robin”. The robin must say the name of another feature before the student in the middle tags them. For example, the robin student may say, “worm” quickly.
 4. Now the worm student must say the name of a feature quickly before being tagged. If a student cannot think of a feature to say fast enough and is tagged, he or she must now stand in the middle of the circle and play as “it”.
 5. After a few rounds, increase the game’s difficulty. For example, instead of saying the name of any feature in the circle, each student must say the name of a feature with which they have a direct relationship such as predator/prey, symbiotic, commensal, or parasitic. The abiotic features can be used as wild cards and said at anytime. Abiotic features can name organisms that depend on them.
- EXTENSION:** An example of this more difficult round could be: the student in the middle says “robin”. Robin says “worm”. Worm says “soil”. Soil says “dandelion”. Dandelion says “sun”. Sun says “maple tree”. Maple tree says “squirrel”. Squirrel cannot think fast enough, is tagged, and must be “it” in the middle.