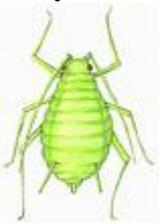


Food Chain Dominoes

<p>Woodlouse</p> 	<p>Detritus</p>	<p>Ant</p> 	<p>Detritus, Aphid</p>
<p>Aphid</p> 	<p>Leaf sap</p>	<p>Mouse</p> 	<p>All small invertebrates</p>
<p>Centipede</p> 	<p>Ant,</p>	<p>Black bird</p> 	<p>Spider, Earth worm, Slug</p>
<p>Earth worm</p> 	<p>Detritus</p>	<p>Mole</p> 	<p>Earth worm</p>
<p>Earwig</p> 	<p>Ant</p>	<p>Badger</p> 	<p>All small invertebrates</p>

Food Chain Dominoes

<p>Beetle</p> 	<p>Earth worm</p>	<p>Fox</p> 	<p>Earth Worm, Slug, Mouse, Mole</p>
<p>Millipede</p> 	<p>Detritus</p>	<p>Slug</p> 	<p>Detritus, Plants</p>
<p>Shield bug</p> 	<p>Tree sap</p>	<p>Spider</p> 	<p>Aphid, Shield bug, Earwig</p>
<p>Plant</p>		<p>Plant</p>	
<p>Detritus</p>		<p>Detritus</p>	

Food Chain Dominoes

Each domino shows the picture of an animal on the left hand side and the name of that animal's favourite food on the right hand side. Pupils can use the cards on their own or working with others to build food chains and webs.

Instructions for use:

1. Print the dominoes onto stiff card and cut them out. If pupils are working in groups to play the game it will help the game to flow better if two or three sets are made allowing for duplicates of each animal.
2. Deal out the dominoes equally between the pupils taking part.
3. The first pupil chooses a domino from their hand and lays it down onto the table. The next pupil then has to match one of their dominoes to either end of the first domino. For example, if the first pupil laid the spider picture domino the next pupil could lay either the aphid, shield bug or earwig picture cards to the right of the spider to signify that the spider will eat these animals, or they could lay the blackbird picture card to the right of the spider to show that spiders are eaten by black birds.
4. Pupils then take turns to lay domino cards building a food chain as they progress. Dominoes which are in play can be used more than once if a pupil has another animal which could be linked to them. In this way pupils will start to build food webs. Plant and detritus (dead organic matter) cards will always form the start of any food chain created.
5. If a pupil finds that they are unable to match any of their dominoes to those already in play they must miss their turn and receive an extra domino from each of the other players.
6. The winner is the first player to lay all of their dominoes.

When play is completed the pupils could be encouraged to use the information on the dominoes to draw out the food chains and webs they have created.