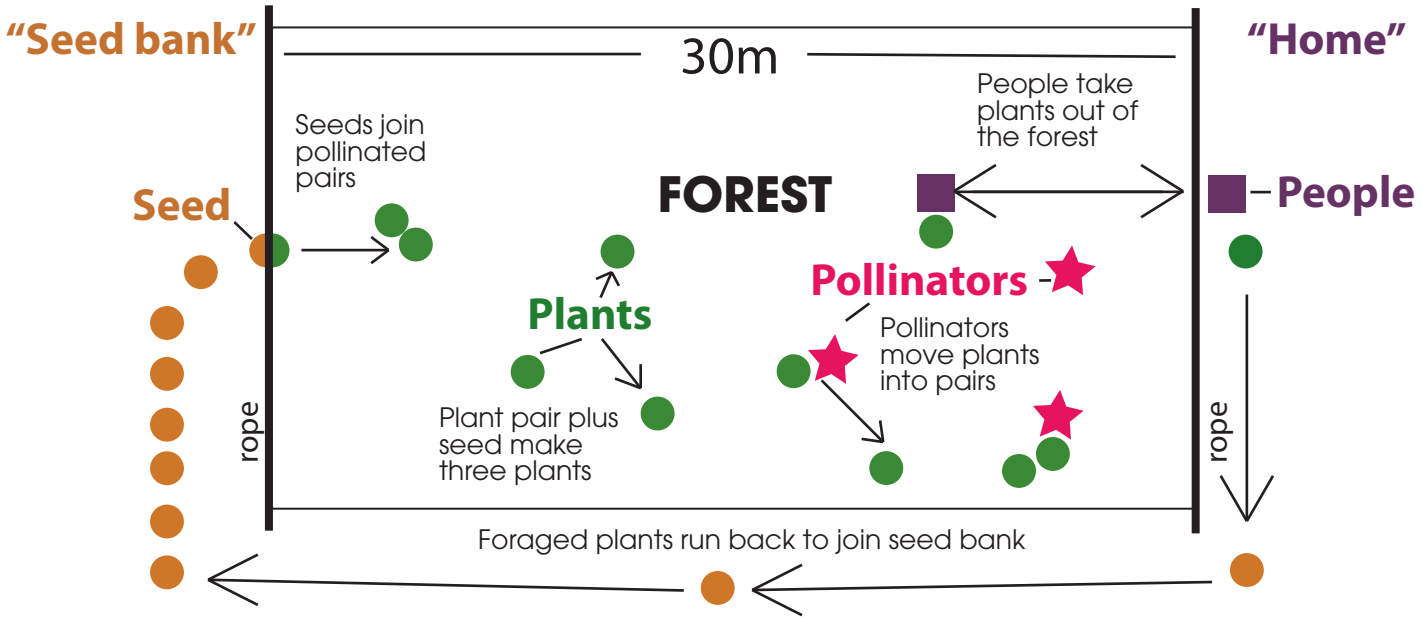
5. People-Pollinator-Plant Game



PROVIDED:

- 2x ropes to show 'forest' boundaries
- 5x ladybird wings for **Pollinators**
- 2x hats for the **People**
- A stopwatch
- Large field behind Information Centre, beneath the big tree.

FOREST SET-UP:

- Set ropes as 'forest' boundaries 30m apart.
- Set up **Plants**; 10 students rooted in random spots.
- Assign one **Pollinator** for Round 1; give them wings.
- Designate two **People**. Give them each a hat.
- The **People** start behind one rope, their **"Home"**. All other students line up opposite as the **"Seed bank"**.

PLAYER ROLES:

People: All simultaneously run into the forest on 'foraging trips' to take one **Plant** each back home for dinner. They must set foot in their home before foraging again.

Pollinators: Run through the forest 'pollinating' **Plants** by moving one **Plant** to another. The 'pollinated' **Plant** pair then raise their hands and wait for a **seed**. The **Pollinator** continues their job.

Seed bank: The **seed** at the front runs to tag any pair of pollinated **Plants** with raised hands. They all then jump as far apart as possible, becoming three new **Plants**!

Plants: Are rooted to the spot, and are only moved by **Pollinators** or **People**. Once a **Plant** has been taken home by one of the **People**, it runs to the back of the **seed bank** line and become a **seed** again.

GAME PLAY:

1. Say 'go' and allow the round to play out. Time until no **Plants** are left and everything stops.

2. Each round, add one **Pollinator**. Compare how long it takes for the rounds to end.

3. See how many **Pollinators** it takes to keep the game going indefinitely.

4. If pressed for time, contrast two rounds with very different **Pollinator** numbers (e.g. 1 and 5).

DISCUSSION:

If there are enough **Pollinators**, everything is balanced: **People** have enough **Plants** for food, but there are enough **Pollinators** to keep **Plant** numbers up. This balance is called an 'equilibrium' and it is very important in ecosytems. By increasing or decreasing the numbers of any of the parts, you change the equilibrium's balance. If it goes out of balance it might 'crash', like when the plants run out and everything stops.