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WETLAND BUILDER
TEACHER'S GUIDE

IMPORTANT INFO

- **PRINT 3 WETLAND BUILDER CARDS PER STUDENT**
  - There are 5 types of wetland builder cards (MARSH, SWAMP, POND, BOG, FEN). They can be printed in greyscale
- **HAND OUT THE CARDS BEFORE THE PRESENTATION**
  - Each student should get 3 different wetland builder cards
- **ASK EACH STUDENT TO BRING A DICE TO SCHOOL**
  - If they do not we will roll a dice for them
- If possible, review the rules and how to fill out the board with your students before the presentation

RULES

- Start with 3 randomly chosen wetland builder cards.
- There will be 4 regular rounds, each focused on a particular resource: WATER INPUT, PRODUCER, CONSUMER, & DECOMPOSER.
- There will be one final bonus round at the end of the game.
- The DECOMPOSING LAYER part of your board takes **two** PRODUCER, CONSUMER or DECOMPOSER resources per layer and can be played in any of those rounds.
- Before each mini-game, roll a die. If you win the mini-game, you get the number of resources shown on the die.
- Colour in the resources on your board as you get them.
- **SCORING**
    - Each resource is worth 1 point (this includes the decomposing layer)
    - Completed mineral wetlands (MARSH, POND, SWAMP) are worth 5 bonus points.
    - Completed peatland wetlands (BOG, FEN) are worth 15 bonus points.

Build a MARSH

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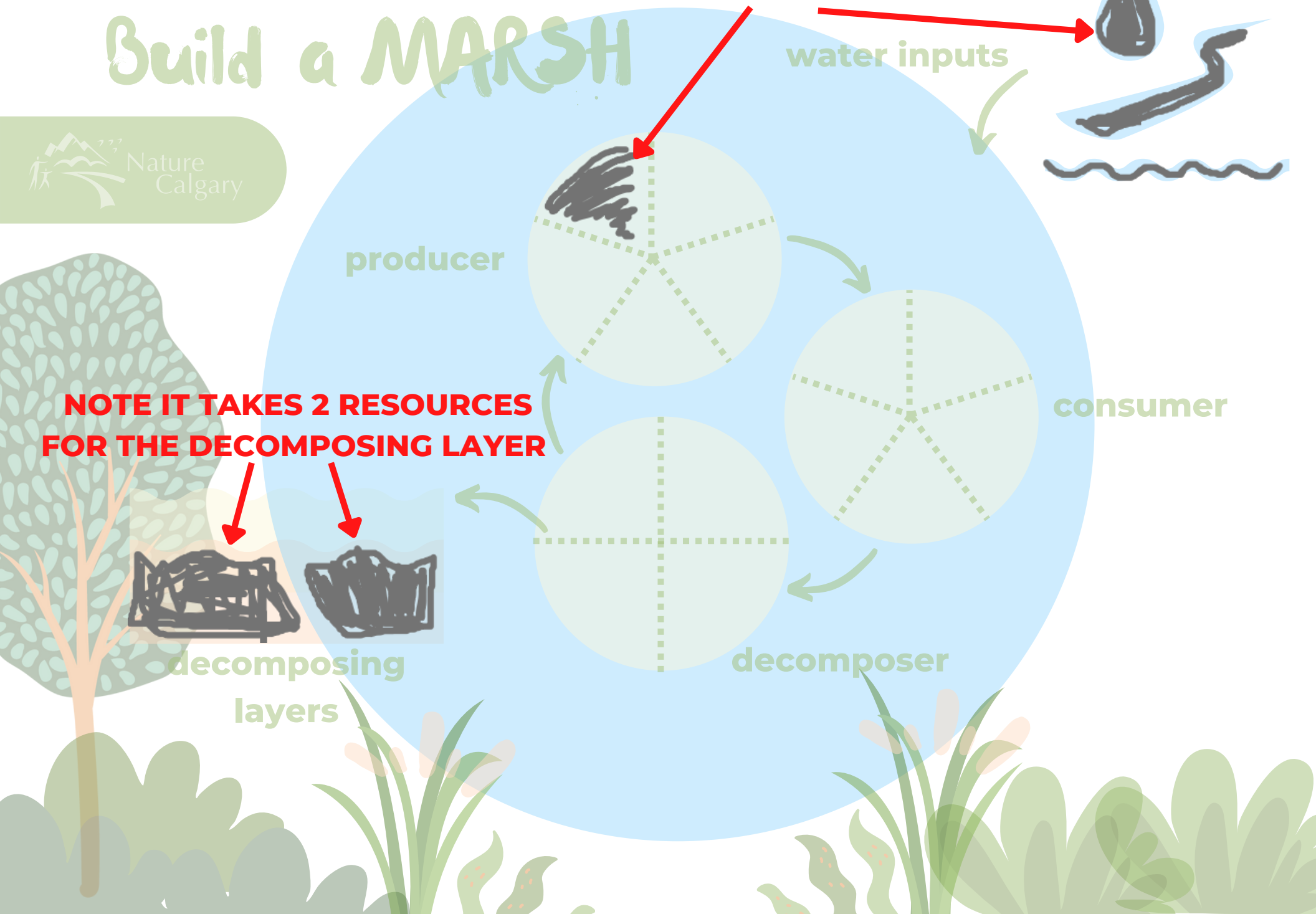
water inputs

producer

consumer

decomposer

decomposing layers

THIS IS AN EXAMPLE OF HOW TO FILL IN THE WETLAND BUILDER CARD DRAW IN RESOURCES WITH A PENCIL, PEN, OR MARKER

Build a MARSH

water inputs

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NOTE IT TAKES 2 RESOURCES FOR THE DECOMPOSING LAYER

decomposer

decomposing layers

CURRICULUM CONNECTIONS

- Understand that a wetland ecosystem involves interactions between living and nonliving things, both in and around the water

- Identify some plants and animals found at a wetland site, both in and around the water

- Understand and appreciate that all animals and plants, not just the large ones, have an important role in a wetland community

- Identify the roles of different organisms in the food web of a pond:
  - producers—green plants that make their own food, using sunlight
  - consumers—animals that eat living plants and/or animals
  - decomposers—organisms, such as molds, fungi, insects and worms, that reuse and recycle materials that were formerly living

- Recognize that some aquatic animals use oxygen from air and others from water, and identify examples and adaptations of each

WETLAND BUILDER CARDS

Build a MARSH

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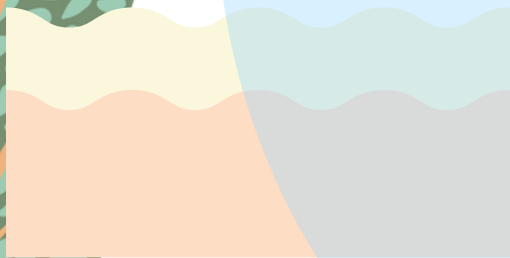water inputs

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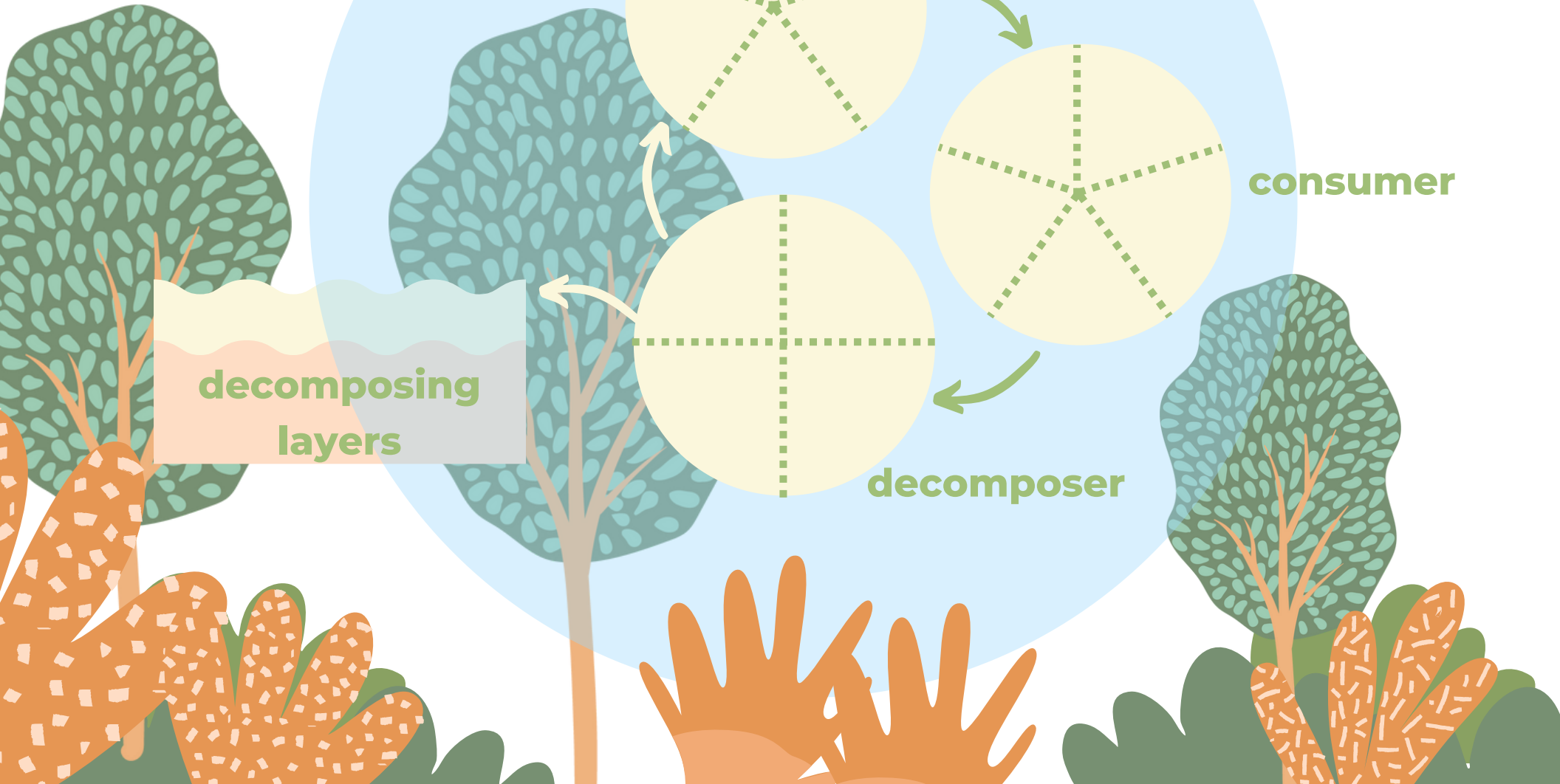consumer

decomposer

decomposing layers

Build a SWAMP

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Build a POND

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Build a BOG

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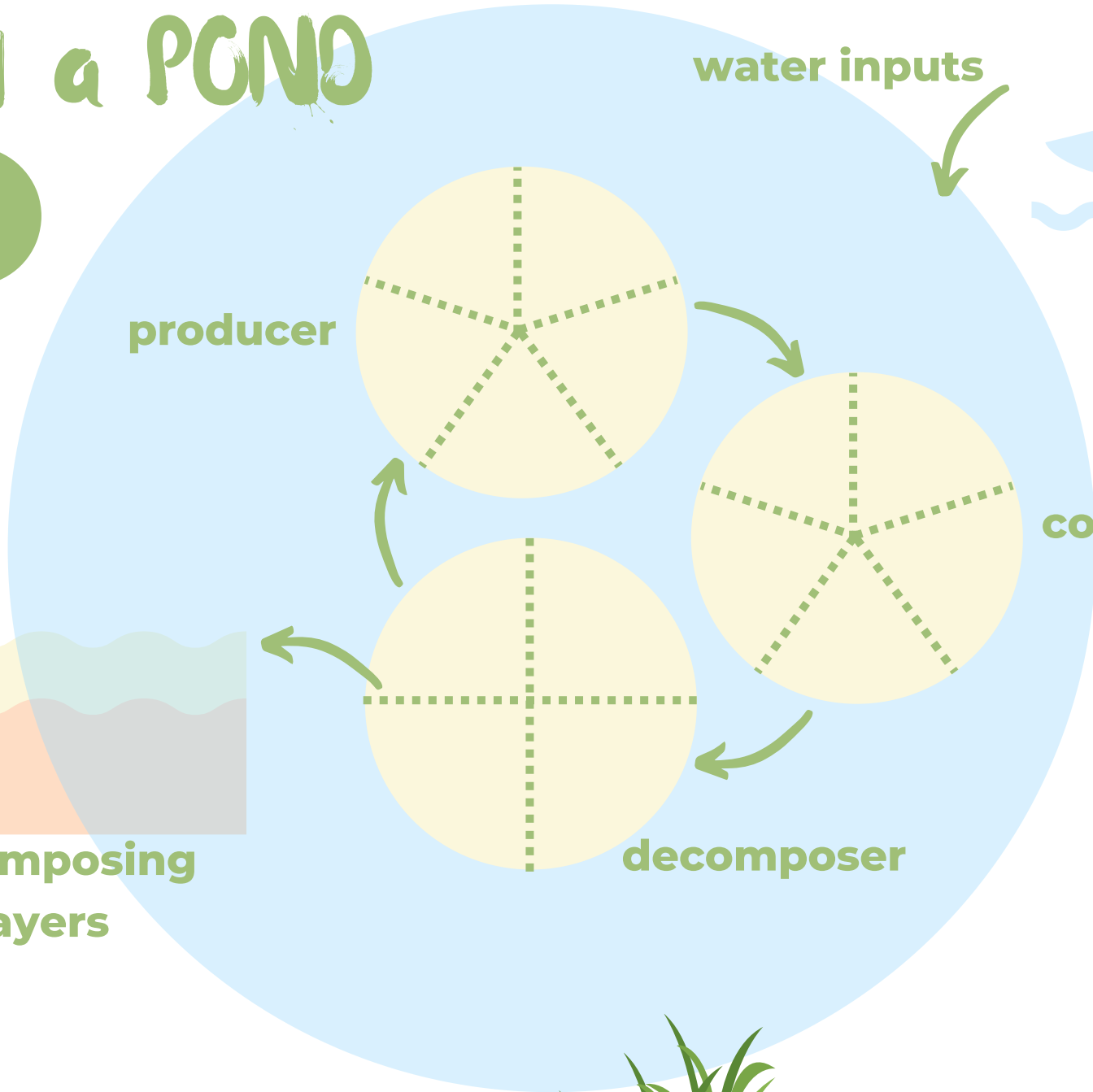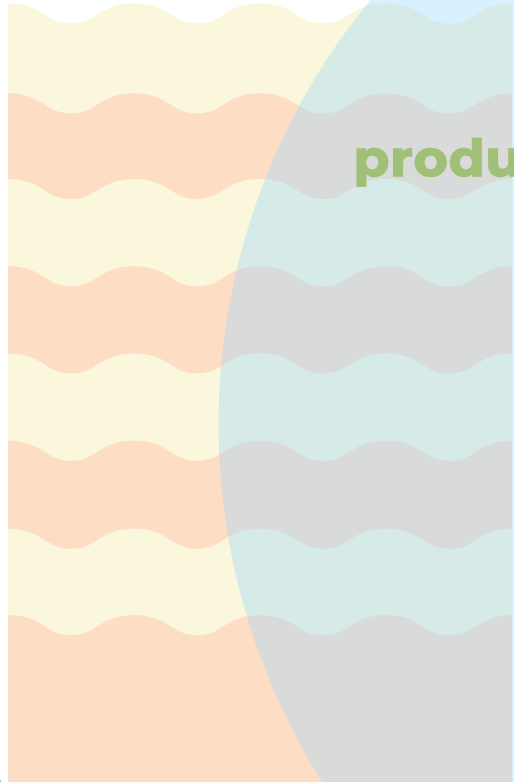
water inputs

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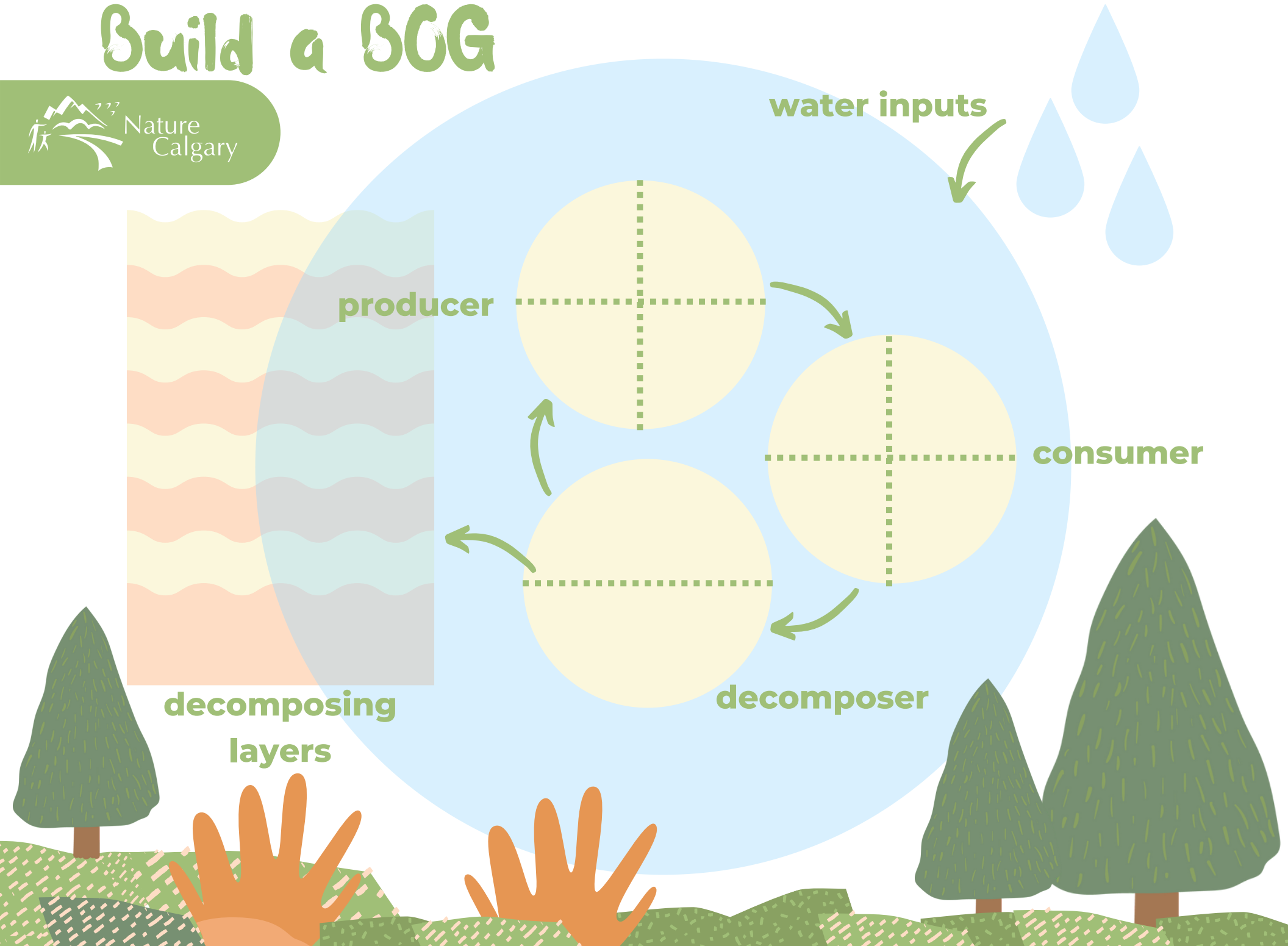
Build a FEN

water inputs

producer

consumer

decomposer

decomposing layers