**Habitat Hop**

Equipment

* Hoola hoops
* Stickers
* Grassed area

Takes about 20-30min.

In the classroom have students come up with around 6-8 different Western Australian land animals. OR teacher chooses animals beforehand. Get a variety of reptiles, amphibians, birds and mammals.

As you write them on the board have two students writing the names of the animals on the stickers. If you had 24 students they would write 2 of each type of animal on their sticker sheets (4 in total x 6 =24). Plus get them to write 2 extras with çat and fox. These are used later.

As each student leaves the classroom they are given an animal name on a sticker. Students place the sticker on their shirt.

On grassed area place hoops randomly. The hoops represent habitat for the animals. Depending on how many hoops you have, set a maximum limit of animals in each habitat hoop. E.g if you have 16 hoops and 32 students, there will be 2 students allowed per hoop.

Group all the students of each animal type together. Have them do a practise of moving in the same motion as their animal and at the correct speed of their animal. E.g kangaroos hop and move reasonable fast, whereas a snake will move from side to side and slower than a kangaroo.

Remind students that there is no running or pushing during the game. Students do not need to crawl or go on all fours on the ground.

**Round 1**

Get all students to move around the grassed area acting like their animal, when you ring a bell they need to put at least one foot into a habitat hoop in order to stay alive.

**Round 2**

As students are moving around remove some of the habitat hoops. Ring the bell again, this time any ‘animals’ that don’t find a habitat are dead and need to wait off to the side. Say that there has been land clearing for farms and that’s why the hoops have been removed.

**Round 3**

Allocate one or two students who are dead animals to become cats. Once they touch another animal, then that animal is dead. You may also remove some more habitat hoops each round as you go along and give different reasons why the habitat has disappeared ( e.g land degradation, climate change, urban sprawl etc).

**Round 4**

Choose a few more students who have become dead animals to become foxes. Again, once they touch another animal they are dead.

**Round 5**

At the end of that last round gather students in and ask them for some ideas of what measures could be taken to put habitats back. For correct answers hand that student a habitat hoop to be put back. Complete one more round.

**Others ideas**

You may like to place several hoops near each other to represent a National Park or reserve and then have a large gap until the next hoop, representing long distances between habitats.