



High Weald Hero Activity Card

Tadpole Game



Equipment: Small bits of thick coloured card (one per participant) and a long rope e.g. 30 metres - blue if possible!

Location: A large open space, big enough for children to run around in.

Audience: KS2

Time: 20 minutes

An active running game that demonstrates predator prey relationships.

Activity Description: This is a fun but physical game that requires some close supervision to ensure everyone is safe. Make a large circle with the rope to form your 'pond'. Gather the children around it facing inwards - they are the tadpoles. Sprinkle the pieces of card (representing food) into the pond as far apart as possible. TIP: You may wish to use alternative heavier objects for the food e.g. cones, bean bags or thin pieces of wood so that they don't blow away. On a given signal, children need to run in from the edge of the pond, collect a piece of food and return to the edge.

Collect the food from the children and re-distribute it in the pond. This time however, ensure that there is *one less piece* than there are participants. Signal the children to collect a piece of food again. Of course, this time, one tadpole will not find food. Explain how population pressure can mean that not everyone gets fed - what do they think will happen to the tadpole? Ask the group if anything else might affect the population numbers. Talk about predators e.g. Heron, Stickleback, Newt, Water spider, Dragon/damselfly larvae, Kingfisher. Make the (now dead!) tadpole a predator and have them stand in the middle of the pond.

Again, re-distribute the food - one piece less than the number of tadpoles and let the children go and collect. However, this time the predator is also allowed to tag a tadpole when they go to collect the food. Now you have 2 more tadpoles, who can become predators.

Keep reducing the food and increasing the predators until only one or two are left. Talk about how the frogs reproductive strategies involve having a lot of offspring and hoping a few survive. Usually 0.01%.



High Weald Teaching Point: Ponds are a common feature in the High Weald and there are about 9 per square kilometre. Some of the ponds are natural but most have been created either through damming for water power or for the digging out of minerals such as iron ore and clay. Larger hammer ponds were created in the High Weald to power the bellows and hammers of the iron industry.



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