

WILD SENSES

GAME TO PLAY AT HOME



EXPLORE HOW PREDATORS USE THEIR SENSES TO FIND THEIR PREY.

How do predators use their senses to find their prey?

TIME 15–20 minutes

MATERIALS

- Large Sample Cards
- Wild Senses Drawing Cards
- Pencils, crayons, or markers
- Scissors

DIRECTIONS

1

SET UP

Print out the Large Sample Cards, and cut them apart. Print out the Wild Senses Drawing Cards and cut them apart. You can print as many blank drawing cards as your child would like! Gather some pencils, crayons, or markers.

2

GOAL

Your child will use the Large Sample Cards to **learn more about** how predators use their senses to find prey. Then your child can draw animals and **share what they find out** about animals' senses and traits. Your child can have fun **predicting** which predators can find their prey.

3

PLAY

Tell your child that they will play a game with you to **find out** about predator and prey animals. Explain that predators are animals that hunt for their food. Prey are animals that get hunted.

Show your child a pair of sample cards: The Looker and BRIGHT. **Explain** that the ocelot (The Looker) has a strong sense of sight. And the toucan is BRIGHT, so it's easy for the ocelot to use sight to find the toucan.

4

PLAY

Let your child pick another predator card: The Listener, The Smeller, or The Feeler. Explain that the animal on the card has a strong sense. Show your child the other prey cards: NOISY, STINKY, and TWITCHY. Ask your child which prey animal this predator can find easily, and why. The Listener finds the NOISY animal, The Smeller finds the STINKY animal, and The Feeler finds the TWITCHY animal. But if your child can **explain** a reasonable idea for why their animal would find different prey, that is fine. Then talk with your child about the remaining two predators and prey.



5

PLAY

Let your child choose a predator blank drawing card (black outline). Point out the icon in the bottom, right corner. This icon tells which sense is strong for this predator:

- The Looker → eye icon → strong sense of sight
- The Listener → ear icon → strong sense of hearing
- The Smeller → nose icon → strong sense of smell
- The Toucher → hand icon → strong sense of touch

Your child can draw a predator on the card. The predator should have the strong sense shown on the card. If your child isn't sure what to draw, help them think about animals that have the strong sense shown. You can use books to **find out more** about animals' senses, **ask** someone, or go online to **investigate**.

6

PLAY

Let your child choose a prey blank drawing card (no outline). Show your child the icon in the bottom, left corner. This icon tells what trait makes this prey easier for some predators to find:

- BRIGHT → eye icon → easier for The Looker animals to find
- NOISY → ear icon → easier for The Listener animals to find
- STINKY → nose icon → easier for The Smeller animals to find
- TWITCHY → hand icon → easier for The Toucher animals to find

Your child can draw a prey animal on the card. The prey should have the trait shown on the card. If your child isn't sure what to draw, help them think about animals that have the trait shown. Use books to **find out more** about animals' traits, **ask** someone, or go online to **investigate**.

7

PLAY

Your child can draw as many predator cards and prey cards as they like. Help your child find out about different animals' senses and traits.

8

SHARE

You and your child can use the Large Sample Cards and the cards your child has made to **share what they learned** about what happens when a predator tries to catch prey.

Set out some prey cards, faceup. Your child can **observe** the traits of the prey animals. Put the predator cards in a pile. Pick up a predator card. Your child can **share what they know** about the predator's strong sense.

Ask your child, Which prey animal do you think this predator can find and catch? Make sure your child **explains** why they think so. Your child can playact their predator card catching the prey card! Then your child can choose more predator cards and find the matching prey.

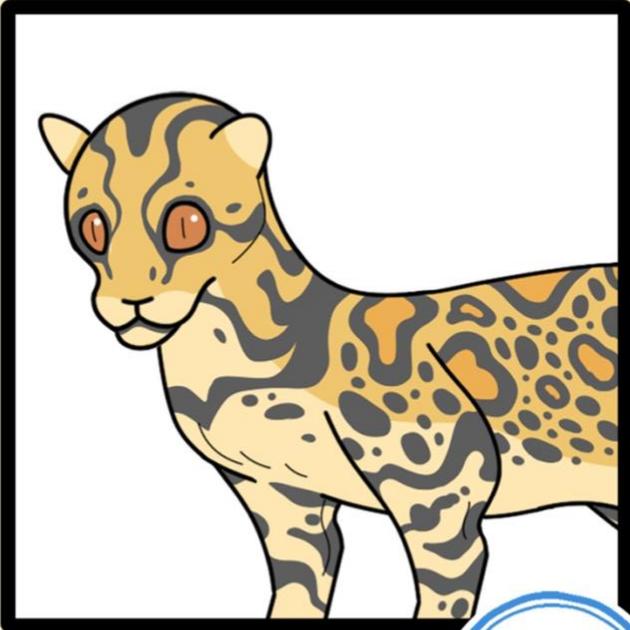


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TWIN
CITIES
PBS

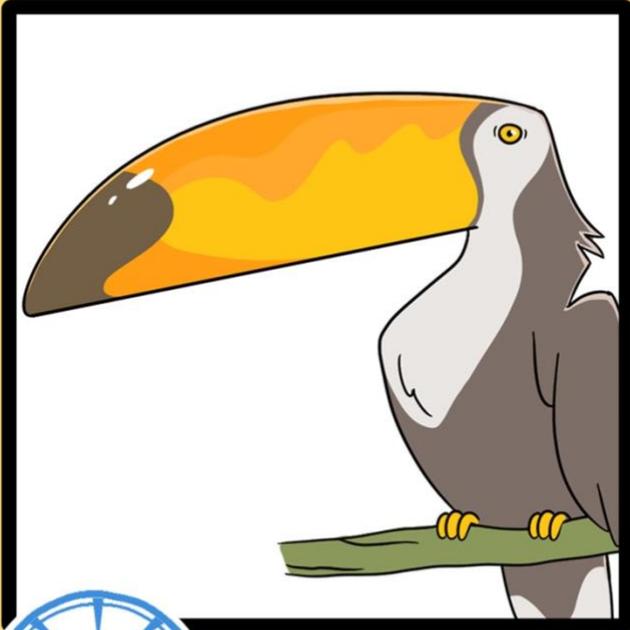
The Looker



this predator
SEES



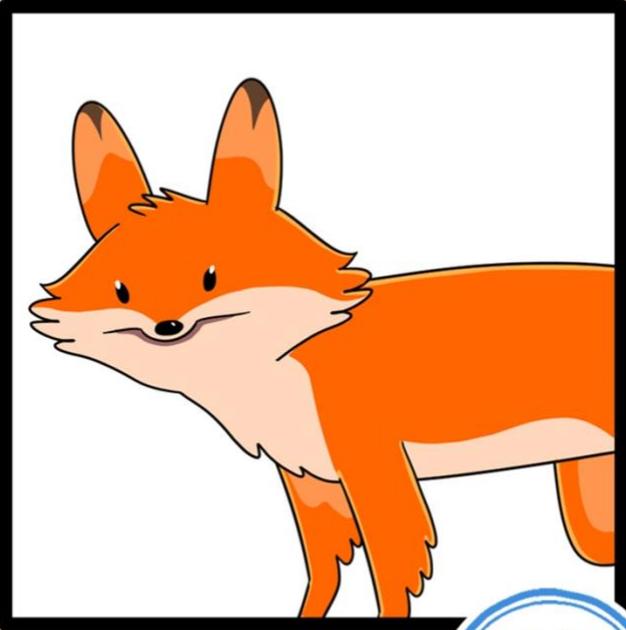
BRIGHT



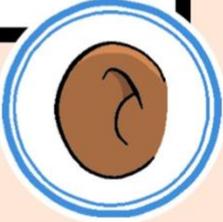
SEES
this prey



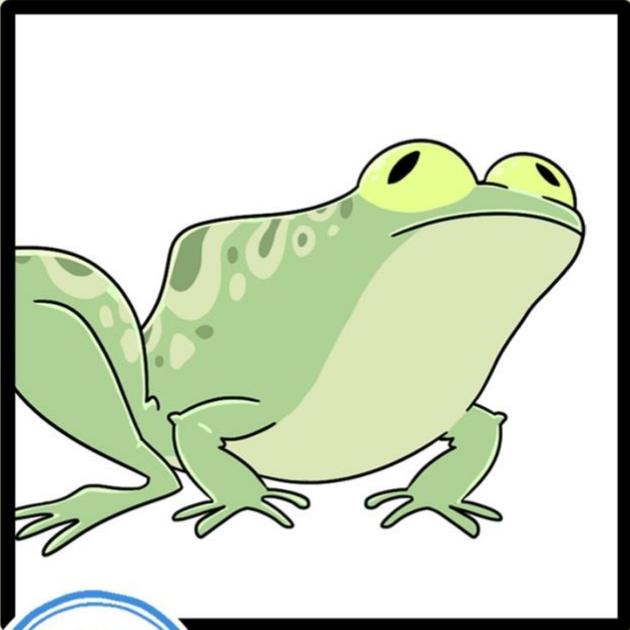
The Listener



this predator
HEARS



NOISY



HEARS
this prey



The Smeller



this predator
SMELLS



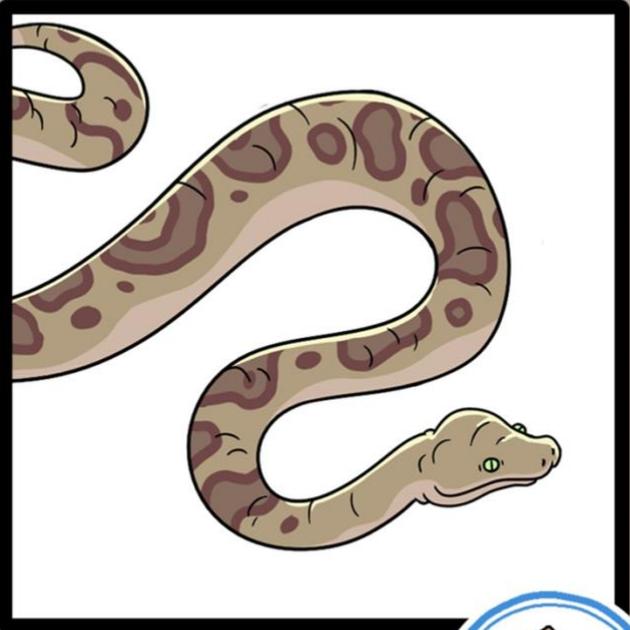
STINKY



SMELLS
this prey



The Toucher



this predator
TOUCHES



TWITCHY

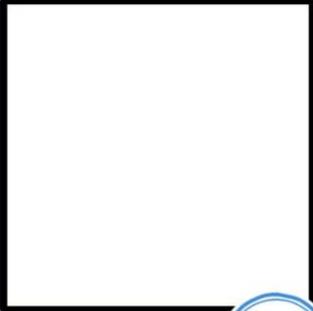


TOUCHES
this prey



Wild Senses Drawing Cards

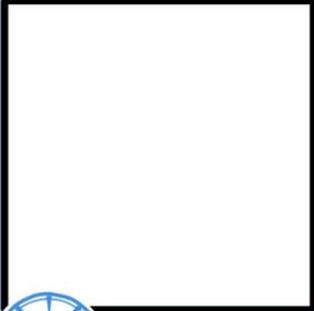
The Looker



this predator
SEES



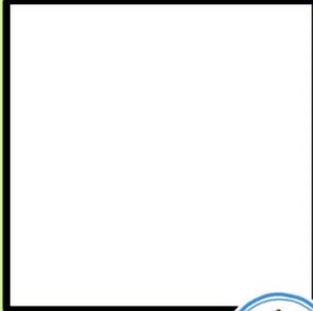
BRIGHT



SEES
this prey



The Feeler



this predator
TOUCHES



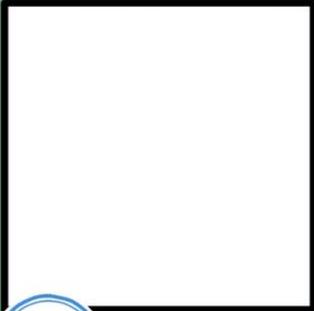
STINKY



SMELLS
this prey



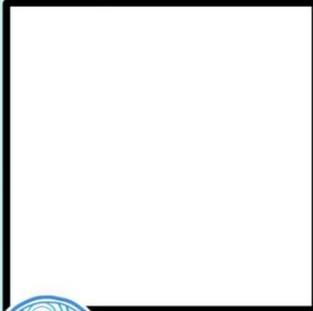
NOISY



HEARS
this prey



TWITCHY



TOUCHES
this prey



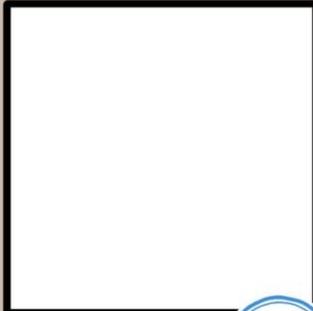
The Smeller



this predator
SMELLS



The Listener



this predator
HEARS

