

Eco Musical Chairs - instructions

Purpose

This document sets out the structure and reasoning behind the Eco musical chairs game for the second workshop in the Natural Connections series

Equipment required – Enough chairs for each child, small laminated cards each with a picture of the following native wild animals: Red Squirrel, Badger, Pine marten, Fox, hedgehog and roe deer, music i.e. “Big Yellow Taxi”

Structure – Tell the Story

The Leader’s role	– Home owner, wood cutter
The children’s role	– Various animals in the woodland
The chairs	– The trees in the woodland

The story begins with the children sitting down on the chairs (trees – which are back to back in a line). The leader(s) assign each child a random animal and explains that they reside in the woodland and can move in a clockwise direction once the music plays. The animals are not alone in the woodland as the home owner has a house beside the wood. Depending on the number of children each time the music stops a tree(s) is/are removed following the narrative below for human actions

Suggested human actions that cause an impact to the woodland:

- 1. Extensions being built to a home – remove 2-4 trees, highlight** the animals that have lost their home check to see how many animals are left in the woodland.
- 2. Path constructed for shop access – remove 2 trees,** highlight the animals that have lost their home check to see how many animals are left in the woodland checking for extinctions.
- 3. Road constructed for large car – remove 4 trees -** at this stage the wood is now fragmented and the animals can only move around their smaller wood, highlight the animals that have lost their home check to see how many animals are left in the woodland checking for extinctions.

How can we change this?

Discuss with the animals in the wood that we could keep going down this route of habitat removal, but we don't really want to do that as we like and need healthy woods. Ask how we could change our habits.

- We could cut down one tree and plant another - **Remove a chair and add a new one**
- We could add green bridges or rope bridges to help animals move safely - **Add a chair to the middle of the woods and ask an animal to come back to the wood**
- We could add tunnels under roads to help animals move safely - **Add another chair to the middle of the woods and ask an animal to come back to the wood.**
- **Explain how we can mitigate the impact to wildlife by thinking carefully about urban design and by creating connections between habitats**
- **End**

Collect animal cards and thank participants.

Animals on cards (6 of each):

Roe deer

Red fox

Pine Marten

Hedgehog

Squirrel

Badger

Partners



Funders

