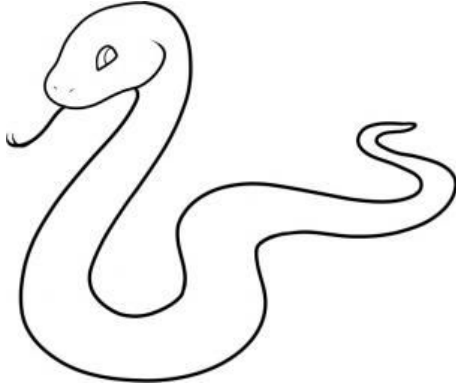


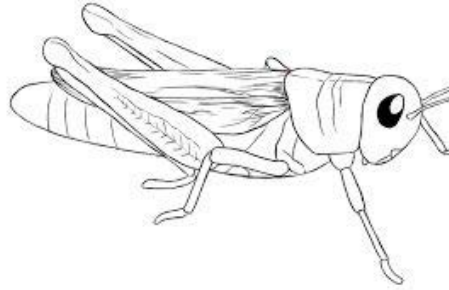


FOOD CHAIN WAR CARDS

Snake



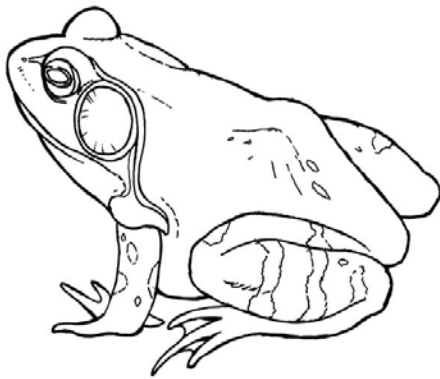
Grasshopper



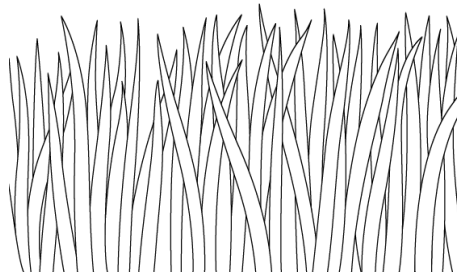
Mouse



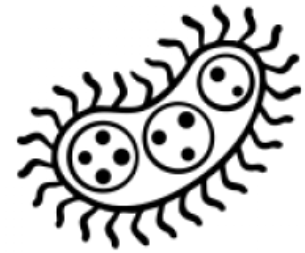
Frog



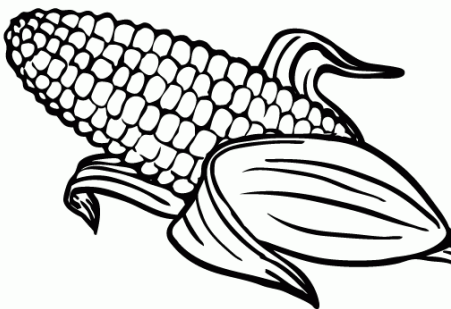
Grass



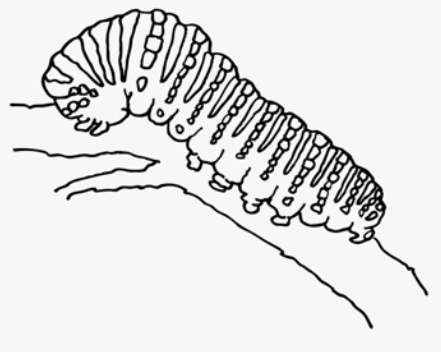
Bacteria



Corn



Caterpillar



Fox



RULES

The rules of “Food Chain War” are very similar to those of the card game “War”. It is played with two players, each with their whole deck in front of them, cards face down. I suggest 18 cards for each player, so print out the sheet twice so you’ll have two of every card in one deck.

After shuffling each deck each player picks up the card on top of their own and flips it over revealing the organism. The winner of the round is whoever reveals the organism higher up on the food chain.

Producers (in green) are eaten by the **primary consumers** (in purple). These **primary consumers** get eaten by the **secondary consumers** (in orange), who get eaten by the **tertiary consumers**.

****You can introduce these terms if you think they’re appropriate but they are not necessary for the game.****

Whoever is higher up in the food chain wins the round and takes both cards. They put the cards they won aside until they have no cards left to flip- those cards then get shuffled and become that player's new deck.

If a **tertiary consumer** (like a fox) is put up against a **producer** like grass the fox would still win because it is higher than the grass. The fox gets its energy from the bottom of the food chain up.

The **decomposer** (Blue) is the wildcard and wins the round automatically. This is because all organisms will eventually become food for decomposers.

If two of the same cards are up against each other, both players draw again.

Feel free to make more cards to add on to this deck!