



Community Science

Birds

Bird, Bird, Bird Games Instructions

Duration: 10-15 minutes **Location:** Indoor/Outdoor

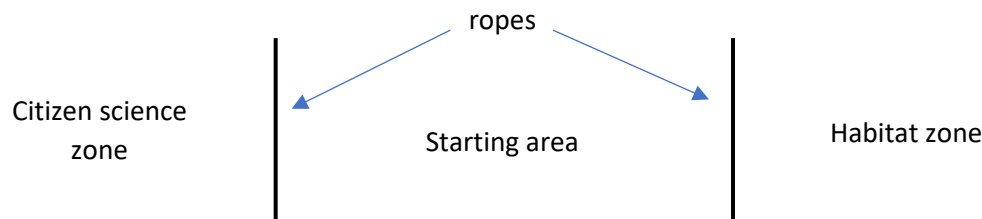
Materials needed:

- 2 ropes (about 6 feet long)

Instructions for part 1: focused on the needs of birds

1

1. Place the ropes parallel to each other about 20 feet apart. This game is best played outside or in a gym.
2. Explain to all the students that in-between the ropes are where all of them will start. Behind one rope will be the citizen science zone, and behind the other will be the habitat zone.



3. Count the students off in groups of 4. Assign each group member the roles of bird, food, water, and shelter.
4. Show the students the symbols of each role, which the students will use to identify each other. The bird will flap their arms like birds as if they are flying. The food will hold both hands over their stomach. The water will hold their hands over their mouth. The shelter will hold hands over their head to create a roof.
5. The group members then will face each other and show their signs. On the count of 3, all members will turn around and will need to find other members from other groups to complete their groups. For example, the bird will then need to find a food, water, and shelter from another group. Each group needs one of each before they can run towards the citizen science zone.
6. All groups that have found the trio and run to the citizen science zone, all become birds! The population has increased, yay!



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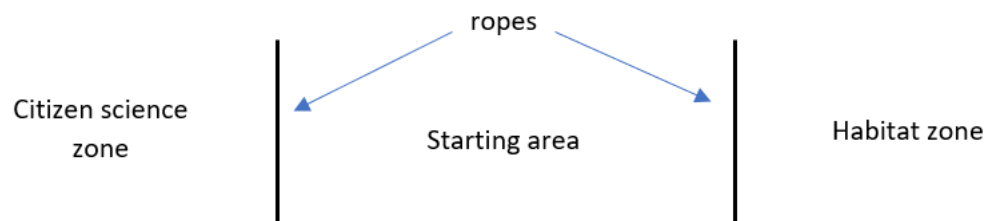
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7. Any groups that do not have all members, unfortunately have not survived and retreat to the habitat zone.
8. Play this for 5-6 rounds, changing up the roles the students play each time.

2

Instructions for part 2: focused on citizen science

1. Place the ropes parallel to each other about 20 feet apart. This game is best played outside or in a gym.
2. Explain to all the students that in-between the ropes are where all of them will start. Behind one rope will be the citizen science zone, and behind the other will be the habitat zone.



3. Count the students off in groups of 3. Assign each group member the roles of citizen, scientist, and bird.
4. Show the students the symbols of each role, which the students will use to identify each other. The citizen will hold their hands in two circles like binoculars around their eyes. The scientist will pat their head. The bird will flap their arms as if they are flying.
5. The group members then will face each other and show their signs. On the count of 3, all members will turn around and will need to find other members from other groups to complete their trio of bird, citizen and scientist. For example, the bird will then need to find a citizen and a scientist from another group. Each group needs one of each before they can run towards the citizen science zone.
6. All groups that have found the trio and ran to the citizen science zone, all become birds! The population has increased, yay!



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7. Any groups that do not have all three members, unfortunately have not survived and retreat to the habitat zone.
8. Play this for 5-6 rounds, changing up the roles the students play each time.

3

This game is a modified version of Deer, Deer, Deer from ultimatecampresource.com