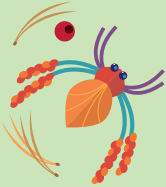


1



#ULKOLUOKKA Game Cards



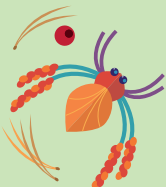
STORIES IN A ROW

The players pair up, and arrange themselves in a row. Each pair is dealt one card. They discuss the species on the card while walking. The discussion is allowed to be fictional, based on imagination and tales.



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2



#ULKOLUOKKA Game Cards



SPECIES GREETINGS

The players arrange themselves in a circle, and everyone is dealt one Species Card. The species name on the card becomes the player's surname. The player invents a move that describes the species and introduces themselves to everyone. For example, "Hello, I'm Mauri Ladybug." Others reply "Hello Mauri Ladybug" while mimicking the movement.



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1



STORIES IN A ROW



#ULKOLUOKKA

Game Cards

2



SPECIES GREETINGS



#ULKOLUOKKA

Game Cards

3



#ULKOLUOKKA

Game Cards



COCKTAIL RECEPTION

Each player is dealt one Species Card. The species name on the card becomes the player's surname. Everyone introduces themselves to each other with a handshake and greeting: "Hello, I'm Willa Wasp! What's your name?" The other replies: "Hello, I'm Adam Ant! Pleased to meet you!" Then, Willa Wasp and Adam Ant exchange cards, making them Willa Ant and Adam Wasp. They introduce themselves to the next players, and so on.



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#ULKOLUOKKA

Game Cards



PLACE EXCHANGE

The players stand in a circle, and everyone is dealt one card. One at a time, each one introduces himself and the organism on the card. After that the player presents a challenge or a statement about the organism for the whole group. For eg. "Everyone who has seen a fox exchange places." "Everyone who has climbed a spruce tree exchange places." "Those who have never heard of the February daphne or mezereum, exchange places."



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3



COCKTAIL RECEPTION



#ULKOLUOKKA
Game Cards

4

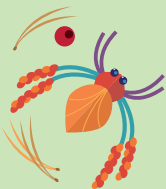


PLACE EXCHANGE



#ULKOLUOKKA
Game Cards

5



#ULKOLUOKKA Game Cards



INTRODUCING SPECIES

The players stand in a circle, and everyone is dealt one Species Card. Everyone comes up with a feature of their organism, and these are presented in turn. For example, "Bears eat lots of berries." "Blueberries shed their leaves in the winter." The game can be continued by trying to come up with a certain feature that the player and the species have in common, and sharing this with the whole group.



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#ULKOLUOKKA Game Cards



KIM'S GAME

The players put the Species Cards on the ground and pay close attention to their current placement. All the species names are reviewed together. Then the players close their eyes, and the instructor removes one card. The players open their eyes, and say which card is missing.

OR

Played in pairs. A few cards are placed on the ground. The players are allowed to look at the cards for about half a minute, after which they close their eyes. Then they try to remember and describe in detail the organisms on the cards.



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INTRODUCING SPECIES



ULKOLUOKKA
Game Cards

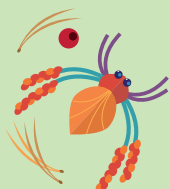


KIM'S GAME



ULKOLUOKKA
Game Cards

7



#ULKOLUOKKA Game Cards



TRAPPING SPECIES – RUNNING GAME

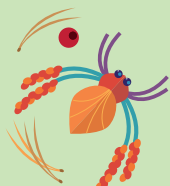
A few cards are placed on the ground so that everyone can see them.

You can put the cards also on a string with clothes-pegs. Each player selects one species, but doesn't tell others which one it is. One player becomes the trapper and goes to a suitable running distance to everyone else. Facing away from the other players, the trapper tries to guess their species and shouts out, for eg. "Are there blueberries in the forest?" or "All the lilies of valley come here!" When a player's species is called, he must run past the trapper to an agreed safety line or area. If the trapper catches the player, he or she also becomes a trapper, and participates in calling out species names. If the player is not caught, he can return back to the group with the rest of the players.



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#ULKOLUOKKA Game Cards



GRRR!

The Species Cards are placed on the ground for all to see. One player leaves, and meanwhile the group nominates one species as 'GRRR'. The player who left returns, and points to a card. All together, the other players say the name of the species that is pointed to. When the person guessing points to the card designated as 'GRRR', everyone shouts "GRRR!" and starts running towards a previously agreed spot. The guesser tries to catch someone. The one who is caught becomes the new guesser.



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TRAPPING SPECIES – RUNNING GAME



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Game Cards

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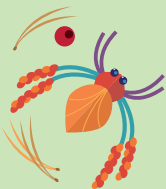


GRRR!



ULKOLUOKKA
Game Cards

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#ULKOLUOKKA Game Cards



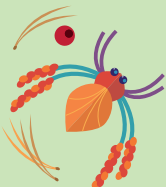
FOLLOW THE ANT

The players form a line. Everyone is dealt one card. The first in the line begins to move forward the way the species on his card would move. Others follow behind to imitate this movement, and try to guess which species it is. When the right answer is called out, the first in line runs to be the last, and the next person will take the lead.



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#ULKOLUOKKA Game Cards



PINE, PINE, PINE

Form a circle with one in the middle. Everyone in the circle holds a Species Card in their hands, so that the one in the middle can see it. The player in the middle says the name of one of the species three times, for example "pine, pine, pine". The one holding the pine-card tries to bow down or squat before the name is said all three times. If they are fast enough, they get a point. Let's see who gets the most points!



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Game Cards



#ULKOLUOKKA
Game Cards



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#ULKOLUOKKA Game Cards



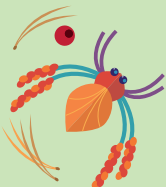
FLY SWATTER CHAMPIONSHIP

Divide the group into teams of 4-8 players. Each team forms a circle. Species Cards are placed in the middle of the circles, picture side facing up. Two players in each circle are given fly swatters. The remaining players take turns in instructing which species the players should swat. For example, when someone says "fly", the "swatter players" will try to hit the fly-card as fast as possible. The fastest gets to keep the card. The winner is the one who collects most cards. Then new swatter players will be chosen, and a new round begins.



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#ULKOLUOKKA Game Cards



THE SPOTTER OR THE EXPERT GAME

Two players are selected as experts, and they step to the side of the play area. 2-4 players are designated as spotters, and they will try to catch other players, ie. species. All other players are given a Species Card each. Players hold the cards in a manner, that leaves pictures visible, but names remain hidden. When a spotter manages to capture a species, the organism will be taken to the expert for identification. The species shows his picture to the expert, and if the expert is able to remember the species name, they switch roles. In case the expert does not remember the species name, the species declares it aloud - and escapes! Once in a while, spotters are swapped. Before playing, everyone is familiarised with the set of species used in the game, and they are revised again in the end.



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FLY SWATTER CHAMPIONSHIP



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Game Cards

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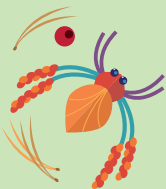


THE SPOTTER OR THE EXPERT GAME



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Game Cards

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#ULKOLUOKKA Game Cards



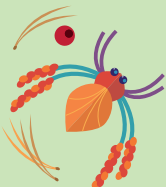
FORMING GROUPS

For this game, you'll need boards with several Species Cards printed on them, plus the same set of cards cut out as individual Species Cards. (The number of species on the boards depends on the amount of participants you want to have in the work group.) The species boards are placed on the ground. Each player is dealt one card, which can also be found on the species boards. Once players spot their species on a board, the groups are formed and ready for action!



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#ULKOLUOKKA Game Cards



BINGO

For this game, you'll need boards with multiple Species Cards printed on them, as well as the corresponding set of individual Species Cards. Groups are formed, and the boards are put in front of the teams. The individual Species Cards are placed on the ground a little bit further away, at a suitable running distance. Players race relay to retrieve species, collecting them one at a time to their species board. If a player fetches a card that is not found on their board, the next player has to return it, and isn't allowed to take a new card on that turn. The goal is to complete your species board as quickly as possible, like Bingo!



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FORMING GROUPS



#ULKOLUOKKA
Game Cards

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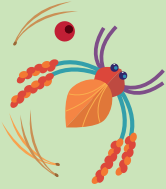


BINGO



#ULKOLUOKKA
Game Cards

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#ULKOLUOKKA Game Cards



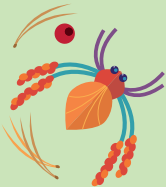
QUESTIONING GAME

A Species Card is fastened to a player's neck or hat with a clothes-peg, so that the player is not able to see his card. Each player tries to find out his own species by asking revealing questions to other players. Questions can only be answered with "yes", "no", or "I don't know" answers. For example: "Am I bigger than a hare?" or "Can I fly?"



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#ULKOLUOKKA Game Cards



DESCRIPTION GAME

The players divide into pairs and are dealt a few cards each pair. Companions take turns in describing the characteristics of the species on their cards. Name is not mentioned, so the other partner has to guess which plant or animal is in question.



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QUESTIONING GAME



ULKOLUOKKA
Game Cards

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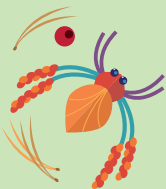


DESCRIPTION GAME



ULKOLUOKKA
Game Cards

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#ULKOLUOKKA Game Cards



SPECIES CHARADES

The cards are piled in the middle of the play area. The players work in pairs. One collects a card from the pile, and acts out the species while the partner tries to guess which species is in question. When they have landed on the right answer, the partners exchange roles and a new card is picked. The used card is returned to the pile.



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#ULKOLUOKKA Game Cards



BEAUTY CONTEST

Only a few cards are selected and displayed. Vote which is the most beautiful, amazing, ugly, scary, gross... Votes are cast by placing a pinecone under the chosen card.



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SPECIES CHARADES



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Game Cards

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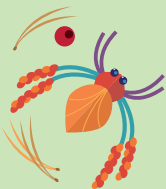


BEAUTY CONTEST



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Game Cards

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#ULKOLUOKKA Game Cards



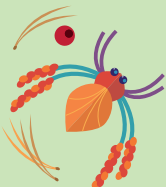
CAMOUFLAGE

Players divide into pairs or groups of 3-4. Each group is dealt 3-5 cards, from which they select one card as a model for their work of art. The artwork is compiled from natural materials in the surroundings (taking into consideration everyman's rights and the code of conduct on private land). The other pairs/groups try to guess which species is represented.



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#ULKOLUOKKA Game Cards



MYSTERY SPECIES

Species Cards are dealt to the players, and everyone finds a partner. The pairs go off to search for material from nature and collect the same number of items each, eg. 6 sticks, 5 pinecones, 3 leaves, 2 stones each. The pairs sit down with their backs against each other. The other partner starts to form an image resembling his Species Card species, from the materials they've collected. One piece at a time, he tells his friend where he is placing the object and instructing him to do the same. For example: "I place a pinecone horizontally in the middle of the cloth. Then I put six short sticks under the pinecone as legs for the animal." When the image is completed, get up and see whether a similar looking organism was formed.



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CAMOUFLAGE



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Game Cards

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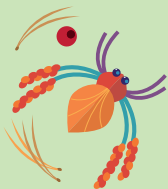


MYSTERY SPECIES



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Game Cards

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Game Cards



VIDEO BLOGGING INTERVIEW

Players divide into pairs or groups of 3-4, and each group is given a Species Card. One player is a reporter, who interviews or poses questions to another player designated as the organism. A third player films the interview. For example: "Where do you grow?" "Under a large pine tree in a shady forest." "Do you have friends?" "Yes, a crow comes to sit on a branch once in a while." The finished vlogs are shown to the other groups.



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#ULKOLUOKKA

Game Cards



SEARCHING FOR A MATE

Use two identical decks of Species Cards (number of the cards will be optimized based on the group size; 24 players, hence 12 cards in one deck). Players imitate and act out the species on their card. Their aim is to find their mate, who displays the same behaviour. Initially, you can use sounds, but later the performances will only be pantomimed.



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VIDEO BLOGGING INTERVIEW



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Game Cards

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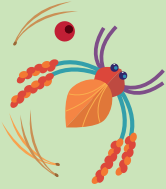


SEARCHING FOR A MATE



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Game Cards

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#ULKOLUOKKA Game Cards



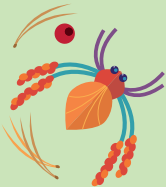
MOBILE MEMORY GAME

Use two identical decks of Species Cards (number of the cards will be optimized based on the group size; 24 players, hence 12 cards in one deck). Two or three memory game players are chosen. The other players get one card each and start behaving like the species of their cards. When a memory game player suspects they have identified a pair of the same species, they approach the “suspects” to check their cards. If the guess was correct, the acting pair will be placed aside and the search for another matching species pair continues. Game goes on as long as there are pairs to be found.



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#ULKOLUOKKA Game Cards



OUTDOOR MEMORY GAME

Matching Species Cards are stuck to the bottom of dyno boxes or empty margarine containers with blue tack or tape. 16-30 boxes are placed at a distance, so that the cards are not visible. Teams of 3-4 players try to find the matching pairs by lifting two boxes per turn, just like in a memory game. One point is given for every matching pair.



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MOBILE MEMORY GAME



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Game Cards

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OUTDOOR MEMORY GAME



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Game Cards

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Game Cards



SPECIES SPURT

The cards are placed on the ground facing up. The players are divided into groups. Each member in the group gets a number from 1 to 6. The instructor shouts out a number and a species name, for example, "Threes, ants". All the players designated as number threes, run to the cards and try to grab the ant card first. The cards are counted at the end.



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#ULKOLUOKKA

Game Cards



CUCKOO'S EGG

A few Species Cards are placed in front of the players. One player considers which species is like a cuckoo's egg, for example, a migratory bird among wintering birds. This card is marked, for example with a pinecone. The other players try to guess what is the feature that distinguishes it from the others. Then the chooser of cuckoo's egg is swapped.



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SPECIES SPURT



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Game Cards

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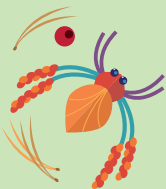


CUCKOO'S EGG



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Game Cards

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#ULKOLUOKKA

Game Cards



NUMBERS ON SPECIES CARDS

The players are dealt one card. They think about numbers that could describe this species and tell these to their partner. Alternatively, several cards can be placed on the ground, a player says a number that he thinks is descriptive to one of the species. The others try to guess which one it is. With animals, it is easy to begin by naming the number of legs. With plants, the numbers could denote how many leaves it has, or petals, average height, the flowering month, and so on...



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#ULKOLUOKKA

Game Cards



SIP, SAP

Players stand in a circle, and everyone is dealt one Species Card. One player is chosen to stand in the middle. He points at someone and says SIP. The one who was pointed to, looks to the player on his right side and tells the name of the species there. If the middle player says SAP, the player in the circle looks to his left side and says what is the species he sees. If SIP SAP is called upon, everyone has to swap places. If the player says the wrong species, or doesn't know the right answer, he ends in the middle and the middle player is released to join the circle.



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NUMBERS ON SPECIES CARDS



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Game Cards

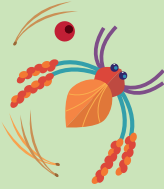


SIP, SAP



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Game Cards

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#ULKOLUOKKA Game Cards



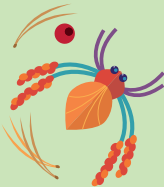
WHAT SPECIES DESCRIBES ME?

The Species Cards are displayed. Each player chooses a species that is somehow descriptive of him or her, and tells their partner which characteristics they have in common. For example: "Sometimes I am fearful like the hare." "I am cunning like the fox." "I like red, like the lingonberry." "I'd like to fly like the dragonfly."



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#ULKOLUOKKA Game Cards



PARTNER NAMES WITH EMOTIONS

Everyone is dealt one Species Card. Players begin to move around in an agreed area. When players cross paths, they show each other their cards. Both express the other's species name with different emotions: friendly, angry, joyful, sad, indifferent, gentle.



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WHAT SPECIES DESCRIBES ME?



#ULKOLUOKKA
Game Cards

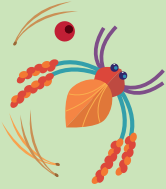


PARTNER NAMES WITH EMOTIONS



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Game Cards

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#ULKOLUOKKA Game Cards



BATTLE TAG

Each player has one card. In the beginning of the game, everyone tries to catch everyone else. When a player is caught, they both show their cards simultaneously (for example, by counting 1-2-3-BATTLE!). The one who shouts out their opponent's species name first, gets to keep both cards. The loser fetches a new card and rejoins the game. When at least two cards have been won, one can choose which card he wants to battle with in the next round. But if you lose, you have to give away that particular card. The one with the most cards at the end of the game is the winner.



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#ULKOLUOKKA Game Cards



TIC TAC TOE

A 3x3 grid is drawn on the ground. Players are divided into two teams. Both teams get three Species Cards from a particular group of organisms. For example, one team has three plants and the other has three mammals. The players form a row (within a convenient distance from the grid), and the first three are given one card each. The first players from both teams start running to the grid when they get the signal to do so. They place their cards in one square, return to the other players, and send the next one off. The team's goal is to get a three-card vertical, horizontal, or diagonal line. If a line is not formed by the first three players, the next ones are allowed to move one of their own cards. The game can be made more challenging with four cards and a 4x4 grid.



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BATTLE TAG



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Game Cards

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TIC TAC TOE



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Game Cards

#ULKOLUOKKA

Game Cards



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#ULKOLUOKKA

The #OUTDOORCLASSROOM - Game Cards comprise of 32 educational games for outdoor classes. Only materials needed for the activities are the #OUTDOORCLASSROOM - Species Cards, no other materials required (exception Game Card #11, which uses fly swatters).

The Outdoor Classroom – Species Cards are a collection of the most common plants and animals in Finland. They have been designed for use in the field, and are beautifully illustrated. The species names help to check the identity of unfamiliar species.

The Species Cards can be printed and laminated for outdoor use from www.ulkoluokka.fi from the materials section. The games have been designed for children from preschool to middle school.

