



Players: 2 to 4

Hawks and Rabbits

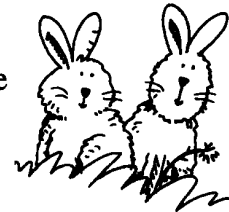
Science Topics: food chain, predator/prey, animal interdependence

Objective: Students infer how predators find and catch food, and how prey keep safe from enemies. They also infer how plants and animals form a food chain.

Materials: • 16 buttons (food tokens) • spinner (see page 9)

BACKGROUND

Every living thing on earth is part of a *food chain*. In a food chain, energy from the sun passes to plants, then to animals in the form of food. Plants use energy from the sun to make their own food. Some animals, like rabbits, eat plants. They, in turn, become *prey* to other animals, like hawks. These animals are called *predators*.



TO PLAY

- 1** Place a button on each of the food spaces where you see plants. The buttons are the food tokens. Decide which player will be the hawk (one) and which will be rabbits (up to three).
- 2** The rabbits start at one end of the board, the hawk at the other (opposite their homes). Rabbits can move forward, sideways, or diagonally, but not backward. The hawk can move in all directions. Players use the spinner to see how many spaces they can move. A rabbit moves first.
- 3** To pick up a food token, a rabbit has to land on a food space box with food in it. Once a rabbit has picked up a token, the food is gone. But the rabbit also has to watch out for the hawk. To keep safe from the hawk, the rabbit has to get to a safe place before the hawk catches it.
- 4** The hawk spins in turn, trying to catch the rabbits. If the hawk lands on the same box as a rabbit, the rabbit is caught. But the hawk can't touch a rabbit if it's in a safe space. The rabbit that reaches home with the most food tokens wins. If the hawk catches all the rabbits, the hawk wins.

Think About It










- How do you think a rabbit keeps safe from a hawk? (*It hides in a safe place.*)
- Why do you think the hawk chases the rabbit? (*The hawk needs the rabbit for food.*)
- What other small animals do you think are prey for a hawk? (*snakes, birds, mice, rats, and other small animals*)

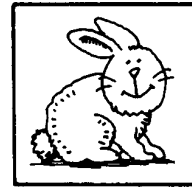
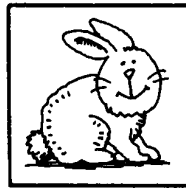
Extension Activities

- **Favorite Foods:** Students research what animals eat, then create a display, using yarn to connect pictures of animals to food sources.
- **Animal Adaptations:** The kiwi, whose eyesight is poor, has nostrils at the tip of its bill to sniff out insects. Explore other adaptations of animals that are predator/prey.

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Game Board

 Rabbits start					
					
			Safe		
					
					Safe
					
	Safe				



Hawks and Rabbits

Game Board

