

### 3. CAUGHT IN A WEB Aquatic Food Chain

**Overview:** Students will play a game to reinforce knowledge of aquatic consumers and producers.

**Objective:** Students will identify producers and consumers in an aquatic food chain.

**Time needed:** 30 minutes

**Group Size:** whole class

**Age appropriateness:** 3rd-6th grade

**Site:** Any location would work, but would be nice if done near the pond.

**Background:** A pond is a shallow body of water with a muddy bottom. A pond may have been formed by glaciers moving across the land, a landslide, or created by animals or people. A lot of vegetation can be found growing around and in ponds. The plants provide food and a safe place for animals to live. Many insects can be found around a pond also. Plants and animals depend on each other as the pond creates its own mini ecosystem. A pond has three layers; the muddy bottom, the open water, and the surface film.

**Materials:**

Provided at the Garden

Lengths of yarn in a variety of colors

Cards with the name of aquatic plants and animals

Provided by the classroom teacher

none

**Preparation:**

**Pre Activity:** Videos, posters, and class discussion about aquatic habitats and food chains will facilitate this activity.

**Procedure:**

1. Pass out name cards with a ball of yarn.
2. Have students sit or stand in a circle.
3. The ball of yarn is passed from one student to another as they relate producer, consumer relationships of plants and animals listed on the cards.
4. When all students have been attached with the yarn, have them observe the effect the yarn has made in creating a web.

**Modifications:**

**Extensions:** Students could create murals depicting some of the relationships they observed in making the web.

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**Reference List:**

The Comprehensive Water Education Book

**Time of Year:** any

**\*\*This activity was adapted from The Comprehensive Water Education Book.**