

Space and Resources Game

You will need:

- Printed copies of the marsupial cards below (enough for every player)
- Approximately 10-15 chairs to represent houses. The number of chairs may vary depending on the space available or to make the game more challenging etc.
- A large space (eg. classroom) that provides each player with approximately 1-2 square metres of floor space. An open space is not necessary but it might make this game easier.

Instructions:

Each player is assigned a role as either a common brush-tail possum, a sugar glider or yellow-bellied glider. The specific requirements for each species is listed on the card.

Place 10-15 chairs within the space to create one of the six given scenarios. Each of the player must stand somewhere in the space that will satisfy their species requirements. If the individual cannot find a spot that satisfies their needs, the marsupial is unable to survive and the player is out.

Now try creating a different scenario and see what happens!

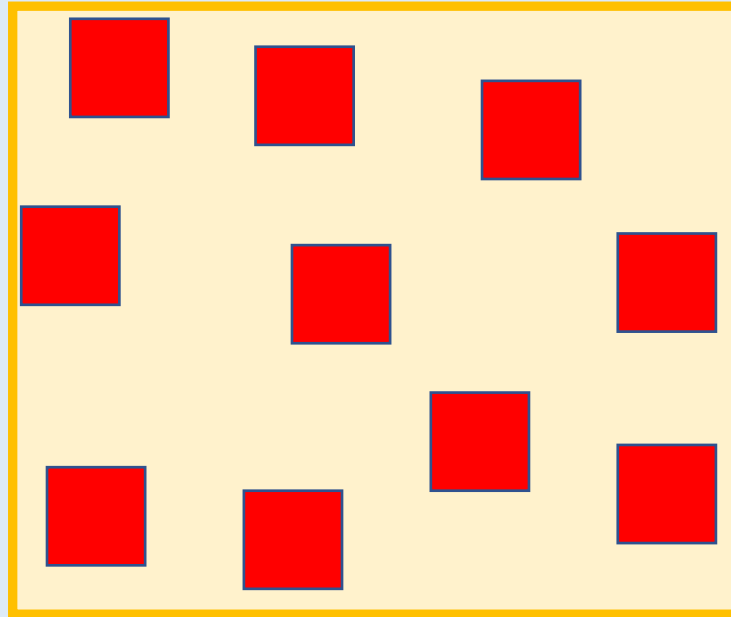
Discussion questions:

1. What were the impacts of each different housing arrangement?
2. Which arrangement facilitated the greatest species abundance?
3. Which species was most impacted by the urban landscape?
4. Which arrangement had the most detrimental effects on the marsupial species'?

Space and Resources Game Layout

NOTE: It may be easier to shift tables to the edges of the classroom or play in an open space

Scenario 1: Low Density Housing



 Forest landscape

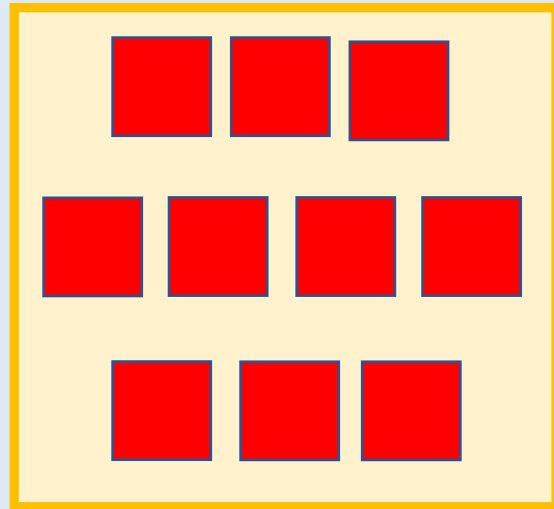
 Chairs to represent houses

 Urban area/edge of forest

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Scenario 2: High Density Housing/Compact Development



 Forest landscape

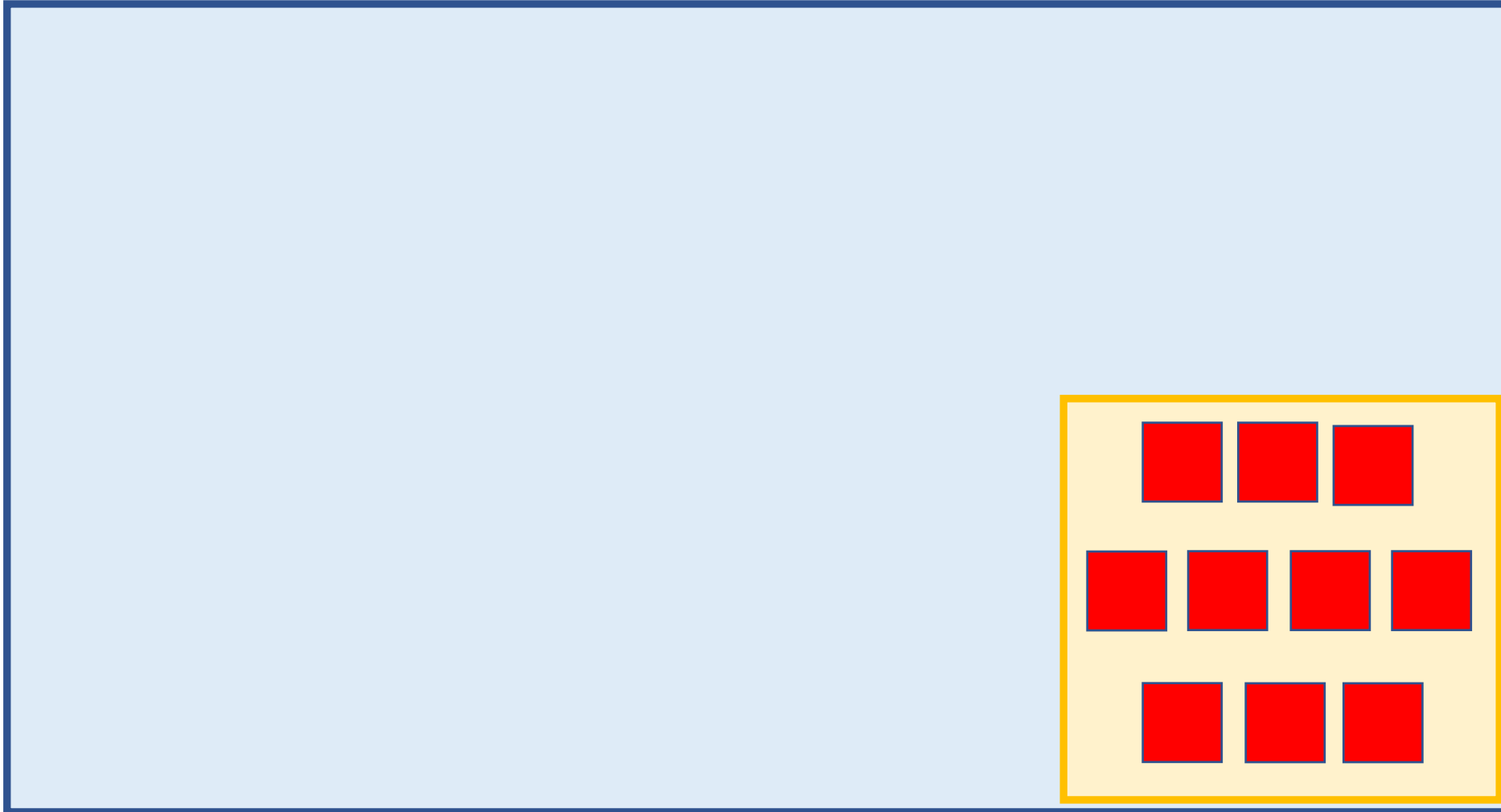
 Chairs to represent houses

 Urban area/edge of forest

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Scenario 3: Compact Development at Edge of Forest Landscape



 Forest landscape

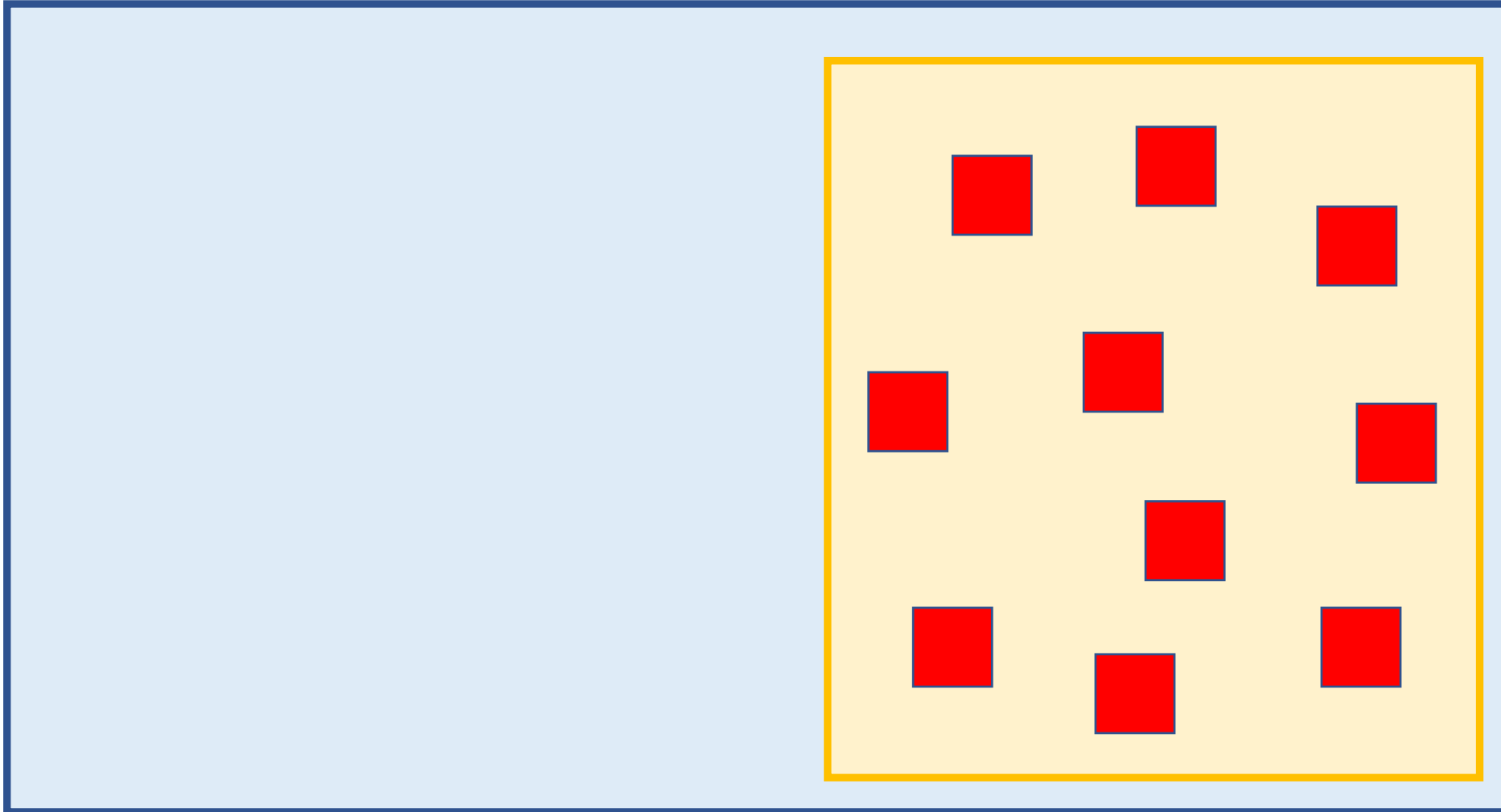
 Chairs to represent houses

 Urban area/edge of forest

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Scenario 4: Alternate Arrangement of Low Density Housing

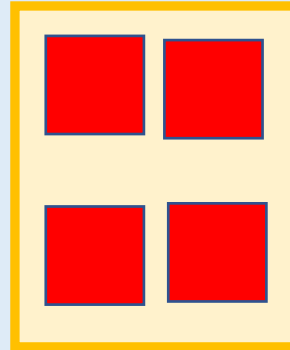
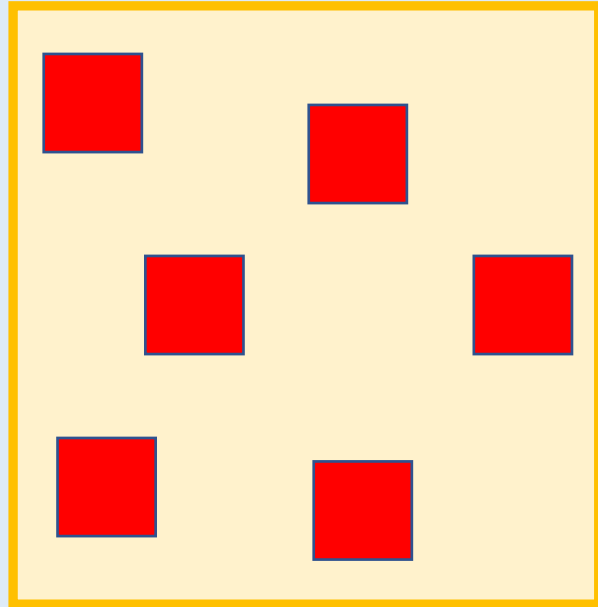


-  Forest landscape
-  Chairs to represent houses
-  Urban area/edge of forest

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Scenario 5: Pockets of Low and High Density Housing



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Scenario 6: Add More Houses to Severely Limit Species Abundance

