



PRODUCERS, CONSUMERS, AND DECOMPOSERS TAG

This activity has been adapted from ScienceWorld:
<https://www.scienceworld.ca/resource/food-web-tag/>

GOALS OF THIS ACTIVITY:

Through playing this game, students will experience how producers, consumers, and decomposers interact. Before introducing this game to students, review the parts of a food web as a class.

MATERIALS YOU WILL NEED:

- Open area
- 4 red bandanas/pinnies
- 6 green bandanas/pinnies

SET UP:

- Mark a boundary in an open space that students will run in (the boundary can be marked by pylons, large sticks, hula hoops, etc.).
- Choose 4 students that will be consumers. These students will each be given a red bandana/pinnie.
- Choose 6 students to be decomposers. These students will each be given a green bandana/pinnie.
- All other students will be producers.

INSTRUCTIONS:

- Producers will run around the playing area and try to avoid the consumers.
- The goal of the consumers is to tag the producers to eat them. When a producer has been tagged by a consumer and is “dead”, they will freeze in position or sit on the ground.
- The goal of decomposers is to find the “dead” producers and tag them. This will unfreeze the producers and they will re-enter the game as new producers.
- This game can be ended at any point. You can play multiple rounds and have students switch roles, so they experience how each aspect of the food web interacts with each other.

DISCUSSION PROMPTS:

- After playing this game, what role do producers play in the food web?
- What role do decomposers play in the food web?
- What would happen if there were no decomposers?