

Animal Behavior Game

Directions:

1. Your instructor will divide the class into groups of three.
2. Using the information gathered from the presentation, create five flash cards to help you and your classmates learn the different types of animal behaviors discussed.
3. Once all of the flashcards have been made, your instructor will collect and shuffle the cards.
4. Then, your instructor will divide the class into two groups.
5. One member from each group will go to the front of the classroom where the instructor will have a buzzer and the flash cards. Your instructor will read a flash card and whoever hits the buzzer first and answers the question correctly will earn one point for their team.
6. If the person who buzzes first gives an incorrect answer, the other team will be allowed to guess the correct behavior.
7. Play until all of the behavior cards have been used.