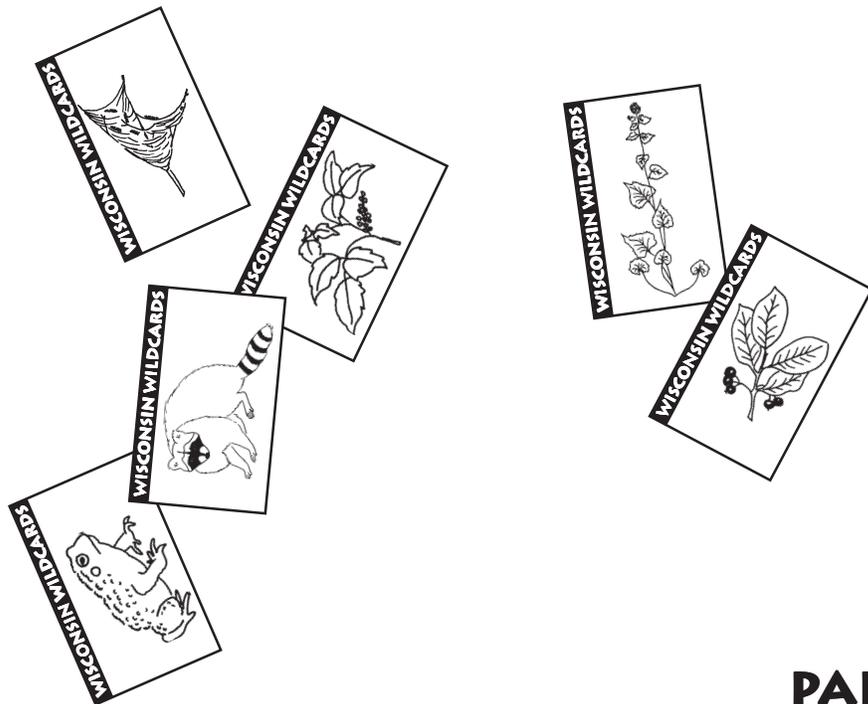


**GO WILD WITH WISCONSIN WILDCARDS!**



# **GO WILD WITH WISCONSIN WILDCARDS!**



**PART 2  
GAMES,  
MAGIC TRICKS,  
AND CARD STUNTS!**

# GO WILD WITH WISCONSIN WILDCARDS!

**PRODUCED UNDER A  
2004-2005 GRANT  
FROM THE  
WISCONSIN ENVIRONMENTAL EDUCATION BOARD**

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# INTRODUCTION

**Wisconsin Wildcards** are similar to baseball trading cards, except that they feature Wisconsin's natural resources instead of ballplayers! By collecting and reading **Wildcards**, students can meet rare plants and animals, learn to identify invasive species, discover what kinds of fish they caught last summer, and visit special places all over the state.

## WHO CAN USE THIS GUIDE?

Anyone can enjoy **Wildcards**, but this guide is for naturalists, teachers, youth leaders, rangers, and resource specialists around the state. Use the cards with the activities and games in this guide to help Wisconsin residents and visitors learn about the diversity and vulnerability of Wisconsin's natural resources. Attention WDNR staff and partners: You can also use the cards in less formal ways. See a list of ideas on page 126 of the full guide.

## HOW IS THE GUIDE ORGANIZED?

There are two sections to the guide. The first section contains lesson plans for use in more formal settings. The second section contains card games, magic tricks, card stunts, and puzzles. This is the second section!

## WHO IS THE TARGET AUDIENCE?

The activities, games, and magic tricks included in this guide are designed for kids in grades 3 – 8, but you will probably find that many can be adapted to younger and older kids.

## HOW DO I ORDER AN EDUCATORS' KIT?

Wisconsin educators and youth leaders may order a kit (PUB-PR-025) that contains a hard copy of the entire guide along with one complete deck of Wildcards plus three partial decks – that's enough cards to do everything! Place your order by mailing a **request on school or youth organization letterhead**, along with \$12 payable to WDNR – Wildcards to:

Publications – CE/8  
Wisconsin Department of Natural Resources  
Box 7921, Madison, WI 53707

Note: Your materials will be shipped UPS, so use your street address.

## WHAT IF I JUST WANT THE GUIDE?

The **Go Wild With Wisconsin Wildcards! Educators' Guide** is available as a free download from the EEK! Web site. You can download the whole guide or just the sections you want. <[www.dnr.wi.gov/EEK/teacher/wildcardguide.htm](http://www.dnr.wi.gov/EEK/teacher/wildcardguide.htm)>

## WHAT IF I JUST WANT WILDCARDS?

Individual **Wisconsin Wildcards** are available at most state parks, forests, and service centers. You'll also find them at special events like the Wisconsin State Fair and Sports Show. In addition, educators can order 30-packs of select Wildcards <[www.dnr.wi.gov/education/pdf/wildcard.pdf](http://www.dnr.wi.gov/education/pdf/wildcard.pdf)> or download pdfs of select cards <[www.dnr.wi.gov/eeek/cool/wildcards/index.htm](http://www.dnr.wi.gov/eeek/cool/wildcards/index.htm)> and print them. However, to do many of the activities in this guide, you will need whole decks of **Wisconsin Wildcards**. Some games require multiple decks. These are only available in the educators' kit.

## HOW CAN I ORGANIZE AND STORE CARDS?

That's up to you, but here are some ideas:

- Slide them into the plastic protectors designed for trading cards.
- Punch holes in the corners and put them on binder rings or hold them together with zipties.
- Put them in a pencil box. They fit great in plastic Spacemaker® boxes.

## HOW CAN I MARK CARDS FOR GAMES?

You might find it helpful to mark cards so they can be quickly separated into different sets for playing games or doing activities. Here are some ideas for marking cards:

- Punch out different designs using decorative one-hole punches. Fish cards are already punched, but you can punch over the hole, if necessary.
- Stick on small colored dots or other stickers.
- Paint on a small dot with paint markers or gel pens.

### CARD SORTING HINT

Mark one complete set with hole punches or stickers. Mark three additional decks of the Natives Collection with three different hole punch designs or stickers. Then you can quickly sort cards for many of the games and activities in this guide.

## HOW MANY WILDCARDS ARE THERE?

To date, 184 **Wildcards** have been published in the following categories: Alien Invaders, Avoid Me!, Fish Health, Furbearers, Match Your Catch!, Native Amphibians, Native Pests, Native Reptiles, Native Species, Native Trees, Rare Mammals, Rare Species, Special Places, Wildfire Preventers, and Wisconsin State Forests. Please note this list will change as new cards are added or as current cards are discontinued or become temporarily unavailable.

## WHO SPONSORS CARDS?

Individual cards are sponsored by various WDNR programs, with financial and in-kind assistance from other state agencies and organizations (e.g., UW-Extension, Sport Fish Restoration, Wisconsin Coastal Management Program, Wisconsin Wetlands Association, Wisconsin Trappers Association, Timber Wolf Alliance, and WE Energies) If your organization is interested in sponsoring a **Wisconsin Wildcard**, contact Sherry Klosiewski at 715-365-8966.

# **GAMES, TRICKS, AND STUNTS**

## **PLAY WITH YOUR COLLECTION!**

**Wildcards** are fun to collect, and you can learn a lot by reading them, but there is so much more you can do! Turn the page to find enough games, tricks, stunts, and puzzles to keep a group of kids busy for hours.

## **WILDCARDS NEEDED**

The kind and quantity of **Wildcards** listed with these directions indicates the number needed for one “game.” You can play almost half the games in this section with one complete deck of **Wildcards**. You can play every game in this section if you have four decks of cards. If you plan on having several “games” going at the same time, be sure that they use different cards.

## **HOW CAN YOU USE THESE IDEAS?**

If you are a teacher or youth group leader, you know that more knowledge is “caught” than “taught.” By encouraging your kids to play with **Wildcards**, they will learn all kinds of cool things about Wisconsin’s natural resources. Keep a stack handy and use them:

- On campouts.
- When kids are bored.
- On rainy or hot days.
- To fill the time.
- Whenever you get the chance!

## **WANT TO DO MORE?**

Some of the games, tricks, puzzles, and stunts in this section are connected to activities in the first part of this guide. Watch for the **Want to do more?** heading.

# BEEHIVE

**SOLITAIRE GAME**  
**EASY & FAST**  
**1 PLAYER**

## OBJECT

Match the whole deck into groups of four.

## WILD CARDS

4 each of 13 different cards

## DEAL

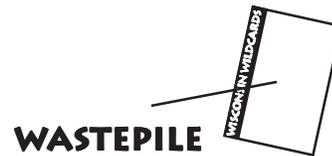
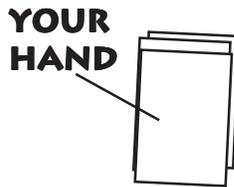
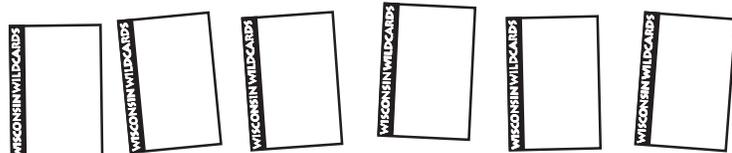
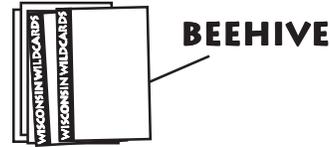
Deal 10 cards in a face down pile. Turn the pile over to reveal the bottom card and place them on the table. This is the beehive. Below the beehive, deal six cards in a row. This is the meadow.

## PLAY

Look for pairs in the meadow. If you find one, place one card on top of the other. As you move cards, you will leave “holes” in the meadow. Use cards from the beehive to fill the holes, so that you always keep six cards in the meadow. Continue making matches as long as you can. If the card on top of the beehive matches a card in the meadow, put it on top of the card in the meadow. Never add to the beehive.

Now take the undealt part of the deck and hold it in your hand facedown. Count off a batch of three cards and place them faceup on the table to start a wastepile. Look to see if the card on top of the wastepile can be added to any of the piles in the meadow. If so, move it to the meadow and reveal the next card in the wastepile that you can use. When you can't move any more cards, count off another batch of three cards and try again. Don't change the order of the cards in the wastepile. And only play the top card!

When you get all four matching cards, remove them, and put the top card from the beehive into the empty space. When you run out of cards in the beehive, use the cards from your hand to fill the spaces.



When there are no more cards in your hand, pick up the wastepile without shuffling it, turn it over and go through it again, three cards at a time. You can do this as many times as you like until you win the game or can't move any cards.

## **CHALLENGE**

To make the game more challenging, use 13 groups of four related cards. For example, one group could be four different canines (wolf, coyote, red fox, gray fox), and another could be four different trout (lake, brook, rainbow, and brown).

# CHECK OFF!

## VARIATION OF MY SHIP SAILS!

### EASY & FAST

4 – 7 PLAYERS (4 – 5 PLAYERS IS BEST)

## OBJECT

Be the first person to collect all four groups: **Furbearers**, **Native Reptiles**, **Native Species**, and **Match Your Catch!**

## WILDCARDS

- 12 different **Furbearers**
- 12 different **Native Reptiles**
- 12 different **Native Species**
- 12 different **Match Your Catch!**

## DEAL

Shuffle the cards. Deal out seven cards to each player, one at a time and facedown. Place the remainder of the deck facedown. It will be used as a draw pile.

## PLAY

**Everyone:** Pick up your cards and arrange them by colored sidebars. Pick a group to collect, but be prepared to change during the game!

**Dealer:** Draw the top card off the remainder pile. Decide if you want to keep it or discard it. If you don't want it, pass it facedown to the player on your left. If you keep it, choose a different card from your hand to discard. Pick up the next card off the remainder pile and continue.

**Player to the Dealer's left:** Pick up the discarded card from the dealer and decide if you will keep it or discard it. Pass your discard to the person on your left.

**Everyone:** Keep on passing and picking up cards while you try to get a handful of cards of the same kind of animals. Don't take turns. This game is a lot more fun if everyone plays at the same time!

**Last player:** If you are the last person to see the cards, put your discards in a pile to your left.

**Everyone:** The first person to have seven cards in the same group wins the round. Make note of which kind of animal the person collected. To win the game, a player must win at least four rounds by collecting all four groups of animal cards.

**Note:** If the dealer runs out of cards, he/she picks up the discarded cards, turns them over, and uses them as the new remainder pile.

## **CHALLENGE**

Make a list of all the species in each of the four groups. When a player wins a round, he/she can check off the cards in his/her hand. The object of the game is to check off every animal in a group. An even more challenging variation would be to check off every animal on the list!

## **WANT TO DO MORE?**

This game is connected to an activity! See **Check Off!** in the activities section of the Educators' Guide to learn more about all the plants and animals that live in Wisconsin.

# CLEAR THE FIELD

**SOLITAIRE GAME  
CHALLENGING  
1 PLAYER**

## OBJECT

Remove as many invasive species as possible from the playing field.

## WILDCARDS

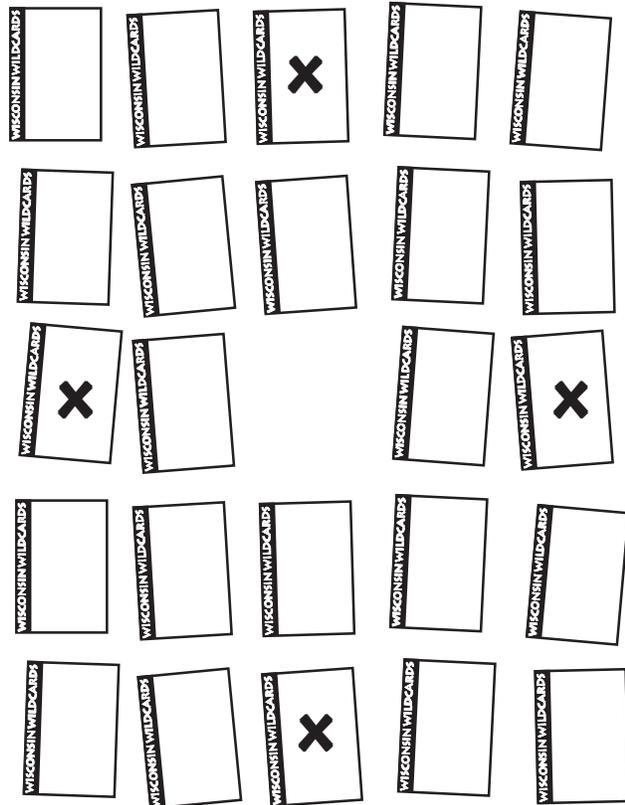
24 Alien Invaders: Plants  
(It doesn't matter if there are duplicates or uneven numbers of different cards!)

## DEAL

Place 24 cards on the table. See diagram.

## PLAY

Pick up one of the cards marked with an "X." Put it in the empty space in the center and remove the card that you jumped. Then, continue jumping any other card over another into an empty space and removing the card you jump each time. You can jump up, down, and sideways, but not diagonally. If you can finish with only one card left, you rule with cards. Now, get out there and remove some real invasive species!



# CONTROL MAGIC?

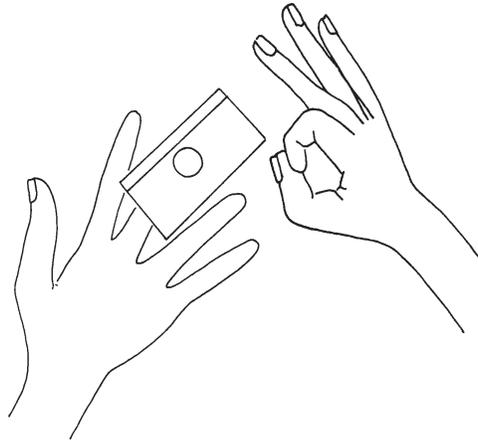
**CARD STUNT**  
**MODERATE TO DIFFICULT**  
**1 PLAYER**

## OBJECT

Knock the invasive species out of the way without losing anything.

## WILDCARDS AND OTHER THINGS

- | Alien Invaders card
- | penny



## DEAL

Give each kid a **Wildcard** and a penny.

## PLAY

Balance a card on the second finger of your left hand (right hand if you are left-handed). Then take a coin and place it on top of the card directly over the tip of your second finger. See the drawing. The stunt is to remove the card without touching or dropping the coin.

## STRATEGY

Try to flick the card with the first finger of your opposite hand. Aim for near one of the corners. You want the card to fly away in a whirling motion, leaving the coin sitting on your finger.

Don't think about how much money it costs to get rid of invasive species; that will only distract you!

## WANT TO DO MORE?

This stunt is connected to an activity! See **Control Magic?** in the activities section of the Educators' Guide to learn more about the costs of controlling invasive species.

# COVER UP

**SOLITAIRE GAME**  
**EASY & FAST**  
**1 PLAYER**

## OBJECT

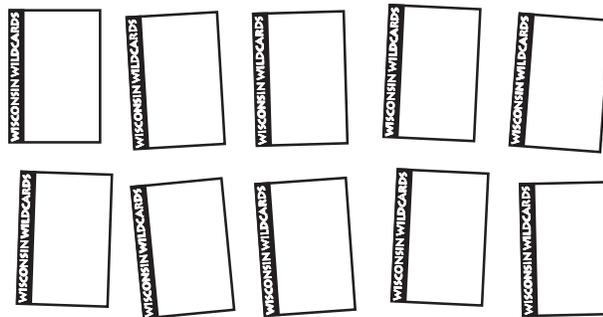
Deal the whole deck onto a 10-card layout.

## WILDCARDS

4 each of 13 different cards

## DEAL

Deal 10 cards faceup on the table in two rows of five cards each. Keep the rest of the cards facedown in your hand.



## PLAY

Look for pairs. Cover the pairs with the two top cards from your hand. Place the new cards faceup, one on top of each of the pair. Keep covering up pairs with new cards from your hand. Usually, you can get rid of all the cards in your hand and win. However, if all 10 cards on the table are different, you are blocked. Shuffle and try again.

## CHALLENGE

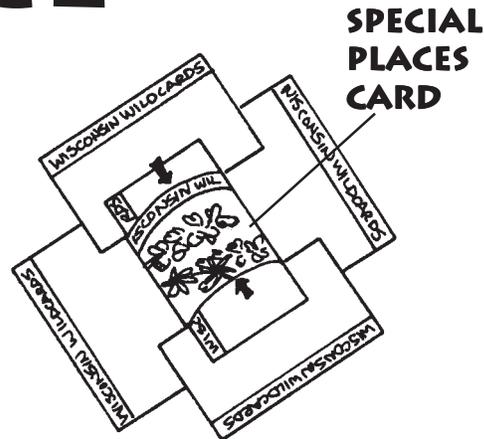
To make the game more challenging, use 13 groups of four related cards. For example, one group could be four different canines (wolf, coyote, red fox, gray fox), and another could be four different trout (lake, brook, rainbow, and brown).

# DELICATE BALANCE

**CARD STUNT**  
**MODERATE TO DIFFICULT**

## OBJECT

One **Special Places** card magically lifts five native plant and animal cards into the air. When you take away the **Special Places** card, the plants and animals fall to the ground.



## WILDCARDS

5 native plant and animal cards  
 1 **Special Places** or **Wisconsin State Forests** card

## DO THE TRICK

Show five native plant and animal cards and explain that state properties are special places in Wisconsin that have been set aside to protect habitat for plants and animals.

Explain that you will show how vital **Special Places** are with a simple card stunt. Claim that you can hold all five plant and animal cards in the air without even touching them. All you will touch is the one **Special Places** card, and that card will be on the top! Offer to allow others to try to accomplish this feat.

When everyone fails (you hope!), you are all set to show off the trick:

- Lay one plant or animal card on the table.
- Bend the **Special Places** card slightly and lay it across the first card.
- Place two plant or animal cards next to the first card and over both short ends of the **Special Places** card.
- Put the last two cards carefully in place by weaving them under the short ends of first card and over the corners of the other two plant or animal cards.
- Grab the **Special Places** card with your thumb and index finger (at the arrows in the diagram) and lift it off the table.
- Show what happens when the **Special Places** card pops out. There goes the habitat!

## WANT TO DO MORE?

This trick is connected to an activity! See **Delicate Balance** in the activities section of the Educators' Guide to learn more about how state properties protect natural resources.

# FAVORITE WISCONSIN WILD THING!

## MAGIC TRICK

### OBJECT

“Guess” the card that a volunteer has chosen after sorting the cards three times.

### WILDCARDS

21 different native Wisconsin plants and animals

### DO THE TRICK

Lay out three columns of face up cards, each containing seven cards. See diagram. While you look away, a volunteer chooses a card, but doesn't reveal the identity of the card to you. The volunteer could show it to the rest of the group, then return it to its location.

The volunteer tells you what column the card is in. You pick up the columns of cards - top to bottom. Be sure to pick up the column containing the “favorite” card second so it is in the middle of the deck.

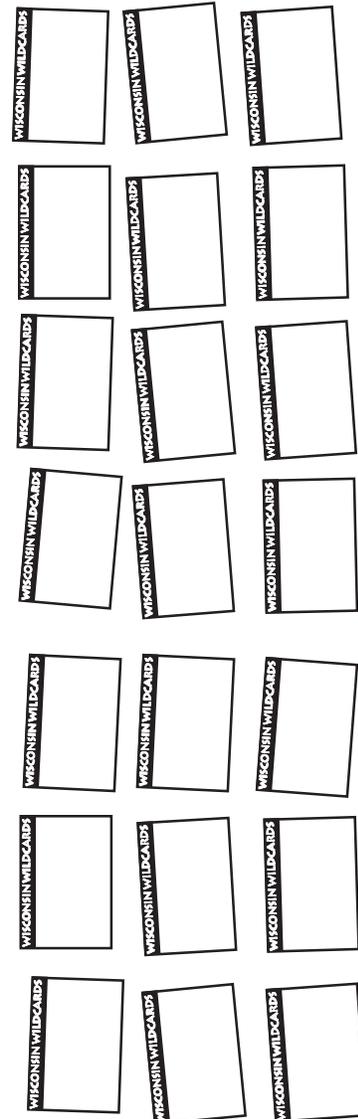
Now lay the cards down by **row** – placing three cards in each row. Starting at the top, you will end up with seven rows of cards.

Ask the volunteer which **column** the card is in now. Pick up the cards by column, being sure to pick up the column with the “favorite” card second.

Once again, lay the cards out by rows. Once again, ask the volunteer which column the card is in. Reveal the “favorite” card by silently counting down four cards in the chosen column. Read the back of the card to discover why the plant or animal is a favorite!

### WANT TO DO MORE?

This trick is connected to an activity! See *Favorite Wisconsin Wild Things* in the activities section of the Educators' Guide to learn more about your favorite plants and animals.



# GO FISH!

## CARD GAME

### EASY

### 2 – 5 PLAYERS

## OBJECT

Collect the most groups of four matching cards by “fishing” in other players’ “ponds.”

## WILDCARDS

4 each of 13 different fish (See next page for cards needed to play special versions of this game: The Great Lakes, The Mississippi River, or Wisconsin’s Inland Lakes.)

## DEAL

Shuffle and cut the cards. Deal five cards to each person, one at a time and facedown. If two or three play, deal seven cards to each. Place the rest of the cards facedown in a pile. This is the fishing hole.

## PLAY

**Everyone:** Arrange your cards so that matching fish are together. If you have four of a kind, announce what kind of fish it is and put the cards face up on the table in front of you.

**Player on the Dealer’s Left:** You go first. Look at your hand and decide which fish you need to make a set of four. You can ask any player to hand over any fish as long as you have at least one of that fish in your hand. For example, if you have at least one paddlefish in your hand, you can ask, “Sarah, do you have any paddlefish?” If Sarah has any paddlefish in her hand, she must give them all to you!

You continue asking the same or different players for specific cards and receiving them until a player doesn’t have the card you asked for.

**Other Players:** If you don’t have any of the cards that the first player wants, say “Go Fish.” Then, that player goes fishing in the fishing hole, chooses the top card without peeking, and puts the card in his hand. His turn is over, unless, by sheer luck or coincidence, he gets the card that he was asking for. When this happens, he shows the card and starts his turn all over again!

**Everyone:** Play continues to the left around the table with asking and fishing. When you get a group of four, announce the kind of fish, and put the set faceup in front of you. If you run out of cards, you can take one from the fishing hole on your next turn.

When the fishing hole is empty, players without cards are out of the game. When the last card has been played, count your groups of four. The player with the most groups wins.

## **WANT TO DO MORE?**

This game is connected to an activity! See **Go Fish!** in the activities section of the Educators' Guide to learn more about fish and fish adaptations.

## **SPECIAL GO FISH! CARD GAMES**

You need four of each fish for a total of 13 groups of four.

### **GO FISH THE GREAT LAKES!**

1. Bowfin
2. Brook Trout
3. Burbot
4. Freshwater Drum
5. Lake Sturgeon
6. Lake Trout
7. Lake Whitefish
8. Northern Pike
9. Smallmouth Bass
10. Walleye
11. White Bass
12. White Sucker
13. Yellow Perch

### **GO FISH THE MISSISSIPPI RIVER!**

1. Black Crappie/White Crappie
2. Channel Catfish/Flathead Catfish
3. Grass Pickerel
4. Iowa Darter
5. Largemouth Bass
6. Longnose Gar
7. Paddlefish
8. Quillback
9. Sauger
10. Shorthead Redhorse
11. Shovelnose Sturgeon
12. Smallmouth Buffalo
13. Walleye

### **GO FISH WISCONSIN'S INLAND LAKES!**

1. Bluegill
2. Common Shiner
3. Green Sunfish
4. Largemouth Bass
5. Mottled Sculpin
6. Muskellunge
7. Northern Pike
8. Pumpkinseed
9. Smallmouth Bass
10. Walleye
11. White Sucker
12. Yellow Bullhead/Brown Bullhead
13. Yellow Perch

# HABITAT TOSS

**CARD STUNT**  
**EASY & FAST**  
**2 PLAYERS**

## OBJECT

Toss the largest number of cards into the right habitat.

## WILDCARDS AND OTHER THINGS

16 native plants and animals  
 3 boxes, buckets, or other containers labeled “Forest,” “Wetland,” and “Prairie”

## DEAL

Divide the cards equally among the players. Place the boxes along a wall. Designate a throwing line that players must stand behind. Adjust the line if it is too hard or too easy.

## PLAY

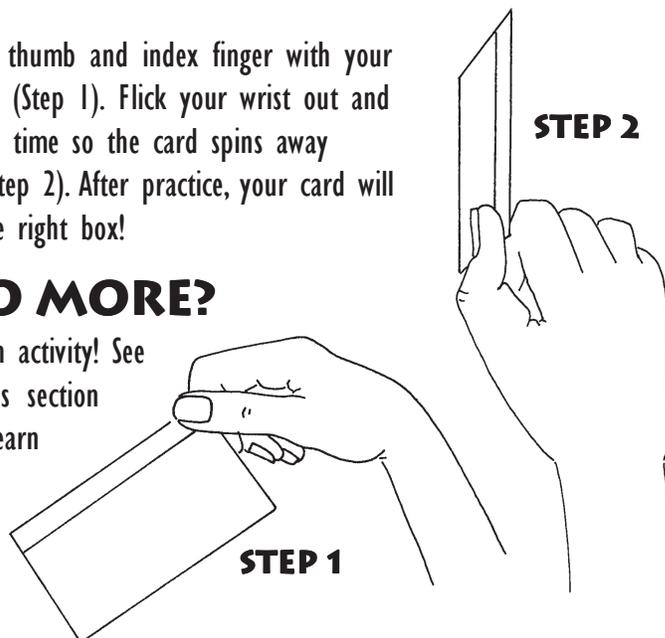
**Everyone:** Take turns. When it is your turn, stand behind the line and look at the top card in your hand. Decide which habitat it belongs in. Call out the name of the plant or animal and which habitat it belongs in. Try to toss the card into that habitat box. You get one point for saying the right habitat and one point for getting the card into the right box. Keep track of points on a scrap of paper. The player with the most points wins.

## STRATEGY

Hold the card between your thumb and index finger with your wrist bent toward your body (Step 1). Flick your wrist out and release the card at the same time so the card spins away perpendicular to the floor (Step 2). After practice, your card will sail across the room into the right box!

## WANT TO DO MORE?

This game is connected to an activity! See **Habitat Toss** in the activities section of the Educators’ Guide to learn more about habitats and natural communities in Wisconsin.



# HOUSE OF WILDCARDS

**CARD STUNT**  
**MODERATE TO DIFFICULT**  
**1 PLAYER OR TEAMS OF 3 - 4**

## OBJECT

Build the tallest house of cards!

## WILDCARDS

As many as you dare!

## DEAL

**Solitaire:** Follow the directions to build as high as the number of cards and your nerves will allow!

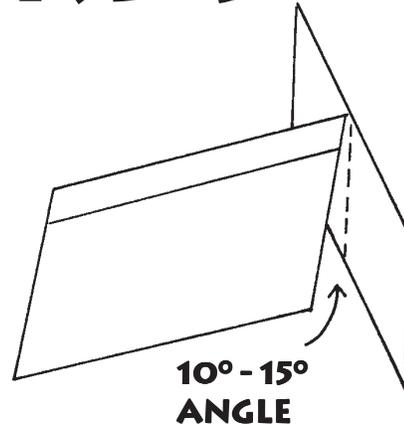
**Teams:** Divide the cards equally among the players. Take turns. When it's your turn, place the next card in the structure. Decide as a team how you will keep score.

## PLAY

Lean two cards on their long edges to form a T. Place a third card against the middle of the base of the T to form another T. Now close the box with a fourth card to produce a half-card-by-half-card square, with a tail extending from each corner for stability. See view from above.

Place two cards side by side to form the roof, then another layer of cards turned 90 degrees for extra support.

Repeat the process until you run out of cards!



## STRATEGIES

- Build on a flat, nonslip surface like low-nap carpeting.
- If you are right-handed, place the cards with your right hand. If you are left-handed, use that hand.
- Don't hold the cards too tightly. Relax. Be patient and keep trying.
- Make all leans about 10 – 15 degrees.
- Thinking about the intricacy, interconnectedness, and fragility of Wisconsin's habitats will take your mind off the construction, but it won't help you relax!

# INVADERS

**VARIATION OF AUTHORS CARD GAME**

**EASY**

**4 - 6 PLAYERS**

## OBJECT

Collect the most groups of invasive species.

## WILDCARDS

4 each of 13 different Alien Invaders cards



## DEAL

Shuffle and cut the cards. Deal them one at a time, facedown, until they are gone. Don't worry if some players get an extra card.

## PLAY

**Everyone:** Arrange the cards in your hand so that all the matching cards are together.

**Player to the Dealer's Left:** You start by asking another player for a card that you need to make a set of four. You can only ask for a card if you have at least one card in your hand that matches it. For example, you say, "Paul, do you have a gypsy moth?" If Paul has one, he must give it to you, and you get to ask Paul or another player for another card. If he doesn't have one, your turn is over, and the play passes to the person on your left.

**Everyone:** When you get a group of four matching cards, name the plant or animal in the group, show them to the other players, and share one interesting thing from the backs of the cards. Then, put them facedown on the table. When all the cards are gone, the winner is the person with the most groups.

## CHALLENGE

To make the game more challenging, put together groups of related cards instead of identical cards. For example, goby, alewife, smelt, and ruffe could be a group of alien fish. If you play this way, look the groups over together before the game begins.

During the game, players would need to ask for a specific card in a group. For example, in order for George to ask Francis for a ruffe, he must have the goby, alewife, and/or smelt in his hand.

# LASSST ONE LOSESSS!

**STRATEGY GAME**  
**MODERATE TO DIFFICULT**  
**2 PLAYERS**

## OBJECT

Make the other person pick up the last card.

## WILDCARDS

15 snakes and turtles

## DEAL

Lay the cards faceup in a pyramid as shown.

## PLAY

**Youngest Player:** You go first. You can take cards out of only one horizontal row. You can take as many cards from that row as you want.

**Other Player:** Now it is your turn to remove any number of cards from any one row!

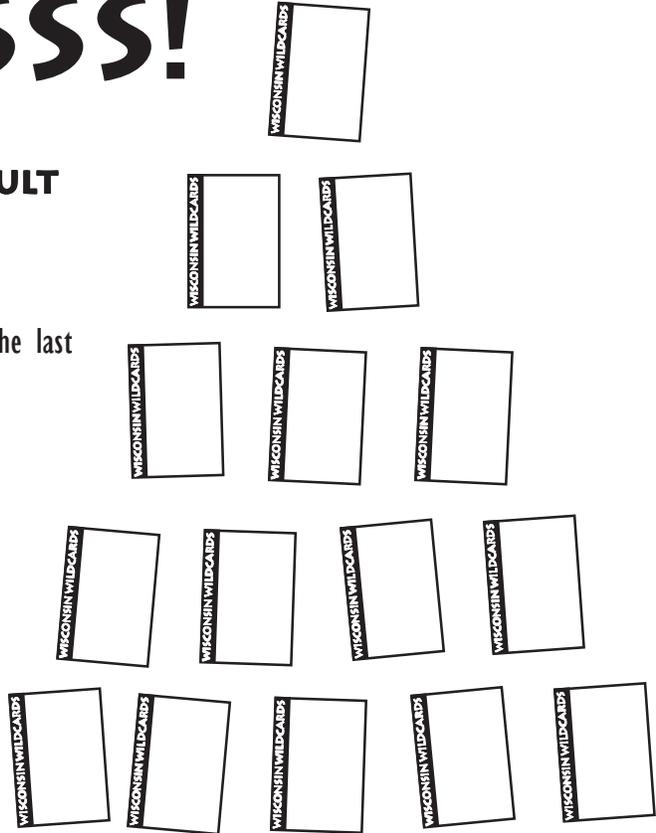
Continue taking turns removing cards until there is only one card left. The person who has to pick up the last card gets one point. If the last card is a threatened or endangered species, the person gets two points. The winner is the person with the fewest number of points when you are done playing.

## STRATEGY

There are numerous strategies for winning this game. In fact, if you figure out the strategies, you are difficult to beat! Here's a clue to one of them: 1-2-3!

## WANT TO DO MORE?

This strategy game is connected to an activity! See **Lassst One Losesss** in the activities section of the Educators' Guide to learn more about reptiles!



# LEAPFROG!

**STRATEGY GAME**  
**CHALLENGING**  
**1 PLAYER**

## OBJECT

Remove all the cards by jumping one card over the other. When done, the Blanchard's Cricket Frog card should be back in its original position.

## WILDCARDS

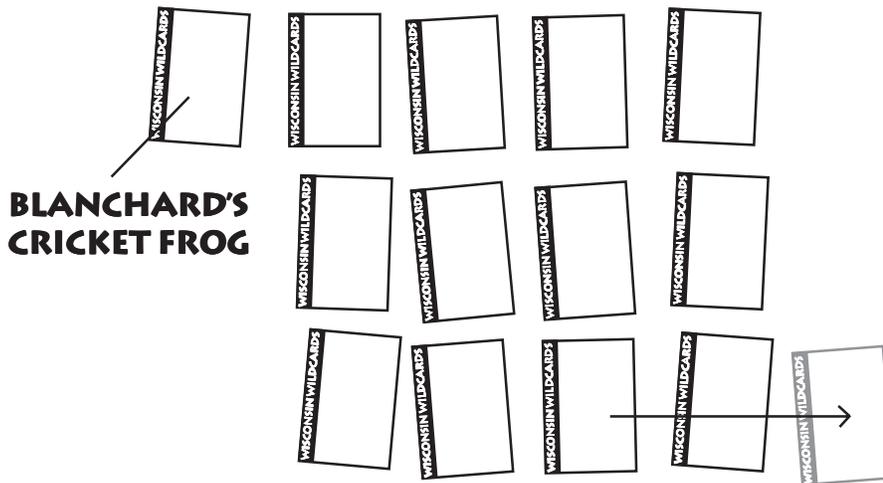
13 cards (Use Blanchard's Cricket Frog and 12 Aquatic Invertebrates. The frog wouldn't eat all those invertebrates, but at least they live in the same places!)

## DEAL

Place 12 cards on the table in three rows of four cards each. Put the cricket frog at the left-hand end of the top row. See diagram.

## PLAY

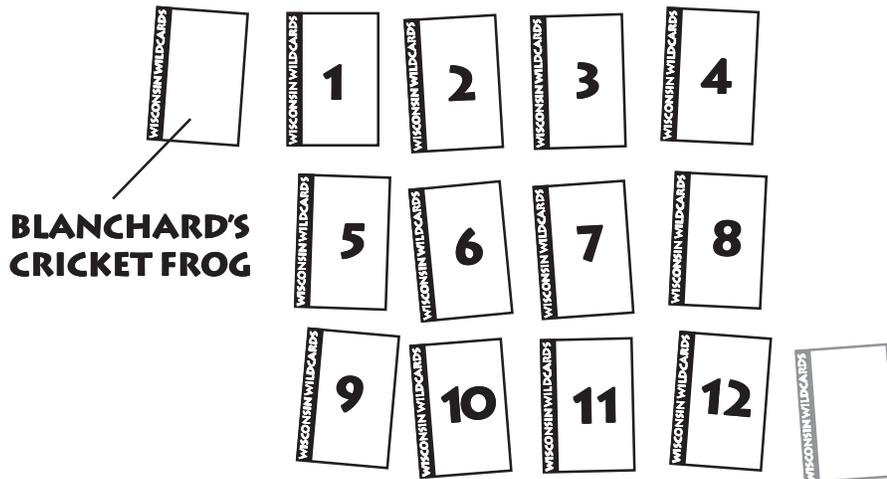
Start jumping! You are going to try to remove all the cards from the playing field, except the cricket frog, by jumping one card over the other as in checkers and removing the jumped-over cards. At the end of the game, the cricket frog should be back in its original position. The outlined card shows where you can make your first jump. This is the only place outside of the puzzle that you can move cards.



## SOLUTION

Don't read this unless you have given up! If you are just ready for a hint, follow the directions for the first couple of moves and then try again on your own. Here are the moves that you must make to solve this puzzle:

- Jump 11 over 12 to the outlined card position.
- Remove 12.
- Jump 9 over 10 to 11.
- Remove 10.
- Jump 2 over 6 to 10.
- Remove 6.
- Jump 4 over 8 to 12.
- Remove 8.
- Jump the cricket frog over 1 to 2, then over 3 to 4.
- Remove 1 and 3.
- Jump 11 over 7 to 3.
- Remove 7.
- Jump the outside card over 12 to 11, then over 10 to 9, then over 5 to 1.
- Remove 12, 10, and 5.
- Jump 4 (the cricket frog) over 3 to 2, and then over 1 to its original position.
- Remove 3 and 1.
- Cool, huh?



# POISON IVY

**VARIATION OF OLD MAID CARD GAME**

**EASY & FAST**

**3 - 5 PLAYERS**

## OBJECT

Get rid of all your cards by making pairs. When the game is over, you don't want to be the one holding poison ivy!



## WILDCARDS

4 each of 12 different cards

Poison Ivy card

## DEAL

Shuffle, cut, and deal out all the cards, one at a time, facedown. It doesn't matter if the cards don't come out even.

## PLAY

**Everyone:** Check to see if you have any pairs. If you do, take them out of your hand and put them face down in front of you. If you have three of the same card, you can only put down two. The other card stays in your hand for now.

**Dealer:** You go first by fanning your cards and offering them facedown to the player on your left.

**Next Player:** Pick a card from the dealer's fanned-out cards. No peeking! If you get a card that matches one in your hand, show the pair and put it down with your other pairs. If the card doesn't make a pair, you keep it in your hand. Then you fan out your cards and offer them to the player on your left.

**Everyone:** Around and around the table it goes! When all the cards are paired, one person will be left holding the Poison Ivy! The person with poison ivy card picks up the cards, shuffles, and deals the next game.

# ROCK!

**VARIATION OF SPOONS OR DONKEY BUTTONS**

**EASY & FAST**

**4 – 13 PLAYERS (5 – 6 PLAYERS IS BEST)**

## OBJECT

Get four of a kind in your hand, or be the first to notice when someone else gets four of a kind.

## WILDCARDS AND OTHER THINGS

4 matching cards for each player

Enough rocks for each player but one

## DEAL

Shuffle the cards. Deal out four cards to each player, one at a time and facedown. Put the rocks in the middle of the table.

## PLAY

**Everyone:** Pick up your cards. Check to see if you were, by some miracle, dealt four of a kind. If nobody has four of a kind, the fun begins.

**Dealer:** When everyone is ready, shout “Go!”

**Everyone:** Put an unwanted card facedown on the table and pass it to the player on your left. Pick up the card from the player on your right. Keep passing and picking up cards as quick as you can.

**Lucky Player:** If you are the first player to get four of a kind, be sneaky. Continue to pass and receive cards. At the same time, reach for one of the rocks in the center of the table.

**Everyone Else:** As soon as you notice that someone has taken a rock from the center, grab a rock while you continue to pass and receive cards.

**Last Player to Notice:** You didn’t get a rock, so you get an “R.” Collect the cards and deal the next round. Each time you lose a round, you get another letter. This continues until someone spells R-O-C-K. The R-O-C-K loses the game; the winner is the player with the smallest number of letters.

# UPSETTING THE PYRAMID

**CARD PUZZLE**  
**MODERATE TO DIFFICULT**  
**1-4 PLAYERS**

## OBJECT

Turn an aquatic food pyramid upside down by removing three native species and adding three invasive species.

## WILDCARDS

See list below: 1 fish-eating bird, 2 small fish, 3 aquatic carnivores, 4 aquatic herbivores, 3 aquatic invasives

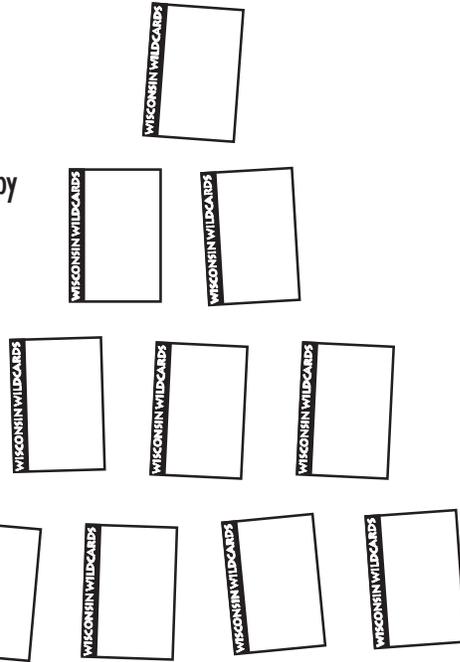
## DEAL

Working alone or in small groups, read the information on the native Wildcards and build a pyramid:

- 1<sup>st</sup> row – animal that eats fish (Common Loon)
- 2<sup>nd</sup> row – fish that eats small invertebrates (Bluegill, Yellow Perch)
- 3<sup>rd</sup> row – invertebrates that eat other invertebrates (Alderfly Larva, Dragonfly Larva, Damselfly Larva)
- 4<sup>th</sup> row – plant-eating invertebrates (Mayfly Larva, Caddisfly Larva, Stonefly Larva, Riffle Beetle)

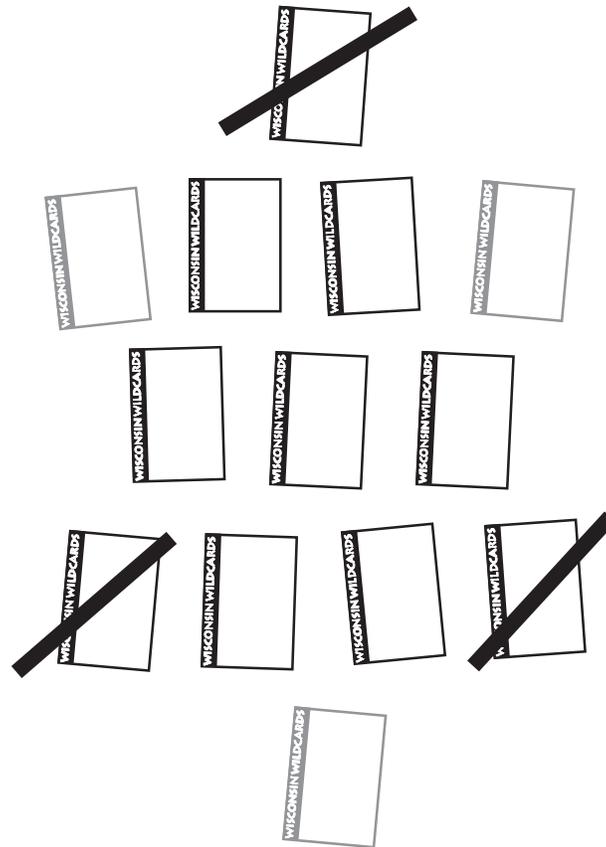
## PLAY

Now, without moving any other cards, turn the pyramid upside down by removing three native species cards and adding three invasive species cards (e.g., Zebra Mussel, Rainbow Smelt, and Rusty Crayfish). See solution on the next page.



## SOLUTION

Remove the crossed-out cards. Add the shaded cards.



## THINK ABOUT IT!

Check out the aquatic food pyramid now! While invasives don't completely turn food pyramids upside down, they do compete with native species for limited food, cover, and space. They often upset the whole ecosystem that they invade. Look at the backs of the **Wisconsin Wildcards: Alien Invaders** to discover some of the adaptations that allow invasive species to outcompete native species and upset aquatic ecosystems:

- Invasives are free from the predators, parasites, and diseases that control populations of native species.
- Invasives have great dispersal ability or migratory tendencies.
- Invasives have a high reproductive potential.
- Invasives mature early.
- Invasives are often able to reproduce both sexually and asexually.

# WEED WATCHERS

**CARD GAME**  
**EASY & FAST**  
**4 – 7 PLAYERS**

## **OBJECT**

Slap the matching weeds and “pull” them all out of the game.

## **WILDCARDS**

4 each of 17 different invasive plants from **Wisconsin Wildcards: Alien Invaders**

## **DEAL**

Shuffle the cards and deal them facedown one at a time.

## **PLAY**

**Everyone:** Don’t look at your cards. Hold your cards facedown in your left hand (right hand if you are left-handed).

**Dealer:** Call out “1 – 2 – 3 – Weed Watcher.”

**Everyone:** As soon as the dealer says “Weed Watcher,” take one card from your hand and place it faceup on the table in front of you. Look quickly around the table. If you see a card that matches the card you turned over, slap your hand on your card. If you are the first player to slap your hand, you win that round. You can collect the matching cards and any cards that might be underneath them from previous rounds when there wasn’t a match. Add these cards to the bottom of the pile in your hand.

**Dealer:** Call out “1 – 2 – 3 – Weed Watcher” and the play continues. If there are no matches, the dealer simply calls out again. The winner is the person who collects all the cards from the other players.

## **WANT TO DO MORE?**

This game is connected to an activity! See **Weed Watchers** in the activities section of the Educators’ Guide to learn more about how scientists are on the watch for invasive plants in Wisconsin.

# WILD LINKS!

## DOMINO-BASED GAME

EASY

2 - 4 PLAYERS

## OBJECT

Be the first player to link all of your cards.

## WILDCARDS

28 different Wisconsin plants and animals

## DEAL

Shuffle and cut the cards. Deal five cards to each person, one at a time and facedown. If two or three play, deal seven cards to each. Place the remaining cards facedown in the center of the table. This is the boneyard.

## PLAY

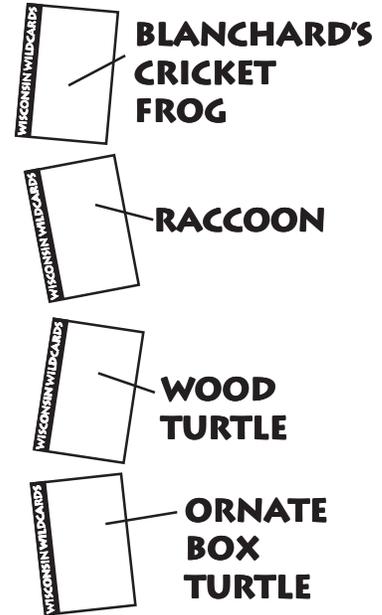
**Everyone:** Take a good look at your cards. Note the plants, herbivores, and carnivores. Observe what kinds of animals you have (e.g., fish, insects, mammals).

**Player to Dealer's Left:** You go first. Look at your hand and choose one card to begin the game. Lay it down in the middle of the table or floor.

**Next Player in Clockwise Rotation:** Look at the card the first player placed on the table. You must find a card in your hand that you can link to this card. If the first card played was a raccoon, here are some of the possible cards you could play and the related links:

- Blanchard's cricket frog - because raccoons eat frogs
- Timber wolf - because wolves eat raccoons
- Bobcat - because raccoons and bobcats are both mammals
- White ash — because raccoons live in forested areas
- Wood turtle — because raccoons and wood turtles are both omnivores

When you find a link and play a card, you must announce the link. Other players can judge if your link is acceptable! If you can't find a card in your hand that links to the card on the table, you must draw a card from the top of the boneyard.



**Everyone:** Play continues clockwise around the table with each person trying to place a card. Like dominoes, cards can be played in both directions. When a card is played, the player must announce the link. Other players can challenge a link if they think it is too far-fetched! The first person to get rid of all his or her cards is the winner!

## **WANT TO DO MORE?**

This game is connected to an activity! See **Wild Links** in the activities section of the Educators' Guide to learn more about how plants and animals are categorized.

# WILD MEMORY

## CARD GAME

EASY, IF YOU PAY ATTENTION

2 – 5 PLAYERS (MORE IS POSSIBLE, IF EVERYONE IS PATIENT)

## OBJECT

Collect the most pairs.

## WILDCARDS AND OTHER THINGS

26 pairs of cards (Use fewer sets with younger kids.)

52 index cards and paper clips

large, flat area

## DEAL

Shuffle the cards. Paper clip an index card to the back of each card to hide the names. Lay them facedown in a large rectangle. Make sure the cards do not touch. Some people like to just spread them randomly around the table. Just make sure they don't overlap.

## PLAY

**Youngest Player:** You go first. Turn over any two cards so that everyone can see them. If the cards match, pick them up, keep them, and turn over two more cards. Your turn lasts as long as you continue to make matches. If the cards don't match, turn them back over in the exact spot where they were. Your turn is over.

**Everyone:** Continue playing to the left around the circle until all the cards are matched. The winner is the player with the biggest pile of pairs at the end.