

**LYNX**

**FROST**

**MOOSE**

**SPARROW HAWK**

## FREEZING COLD (Pakkanen)

You hunt all animals!

You have no effect on animals or birds who have

WINTER FUR  
FOWL PROTECTS

WINTER NEST  
THICK SNOW

## LYNX (Ilves)

You need to hunt 4 animals to survive.

You hunt

FOX  
WHITE HARE

SQUIRREL  
BLACK GROUSE

If the prey has a SHELTER-card, it is saved. Then you get his/hers SHELTER-card.

## SPARROW HAWK (Varpushaukka)

You need to hunt 3 small birds to survive.

Hawk hunts

GREAT TIT

COAL TIT

If a small bird has FOWL PROTECTS, it is saved.

You need WINTER NEST to survive from FREEZING COLD

## MOOSE (Hirvi)

You need to eat 8 TREE CARDS to survive.

You can eat LEAVED TREES or CONIFER TREES.

**COAL TIT**

**GREAT TIT**

## **COAL TIT (Kuusitiainen)**

Coal tit is a SMALL BIRD.

You need to eat 4 **CONIFER TREE** –cards.

**WINTER STORAGE** is one food.

You need **FOWL PROTECTS** (parvi suojaa) to survive from the **HAWK** and the **FREEZING COLD**.

## **GREAT TIT (Talitiainen)**

Great tit is a SMALL BIRD.

You need 4 **BIRD FEEDER** (lintulauta) –cards.

You need **FOWL PROTECTS** (parvi suojaa) to survive from the **HAWK** and the **FREEZING COLD**.

**FOX**

**WEASEL**

**EURASIAN BLACK GROUSE**

**BEAR**

## WEASEL (Lumikko)

You need to hunt 4 animals to survive.

Weasel hunts

VOLE GREAT TIT COAL TIT

If you find a **WINTER STORAGE**, it is accepted as food.

### YOU ALSO NEED:

**SHELTER** to survive from predators.

Both **WINTER FUR** and **WINTER NEST** to survive from the **FREEZING COLD**.

## FOX (Kettu)

You need to hunt 4 animals to survive.

You hunt

WHITE HARE VOLE  
BLACK GROUSE SQUIRREL

If you find **WINTER STORAGE**, it is accepted as food.

If the prey has a **SHELTER**-card, it is saved. Then you get his/hers **SHELTER**-card.

**You need a SHELTER to survive from the LYNX!**

## BEAR (Karhu)

Bear sleeps through the winter.

## EURASIAN BLACK GROUSE (Teeri)

You need to eat 4

**LEAVED TREE**

**THICK SNOW** is one food, because you reach higher branches.

You need **SHELTER** to survive from the **FOX** or the **LYNX**.

**VOLE**

**WHITE HARE**

**HEDGEHOG**

**SQUIRREL**

## WHITE HARE (Metsäjänis)

You need to eat 4 **LEAVED TREE** –cards.

**THICK SNOW** is one food because you reach higher branches.

To survive from **FOX** or **LYNX**, you need one **SHELTER**-card. When used, the predator gets the card.

You need a **WINTER FUR** to survive from **FREEZING COLD**.

## VOLE (Metsämyyrä)

You need to eat 4 **LEAVED TREES** or **CONIFER TREES**.

**WINTER STORAGE** and **THICK SNOW** are one food each.

You need a **WINTER NEST** to survive from **FREEZING COLD**.

## SQUIRREL (Orava)

You need to eat 4  
**CONIFER TREE**

If you find a **WINTER STORAGE**, it is accepted as one food.

You need both **WINTER FUR** and **WINTER NEST** to survive from the **FREEZING COLD**, **FOX** or **LYNX**.

## HEDGEHOG (Siili)

Hedgehog sleeps through the winter.



## ***SHELTER (Turva)***

**Animals who benefits from this card:**

- **FOX** (Kettu)
- **WEASEL** (Lumikko)
- **WHITE HARE** (Jänis)
- **BLACK GROUSE** (Teeri)
- **VOLE** (Metsämyyrä)

## ***WINTER FUR (Talviturkki)***

**Animals who benefits from this card:**

- **SQUIRREL** (Orava)
- **WHITE HARE** (Jänis)
- **WEASEL** (Lumikko)

**SQUIRREL** and **WEASEL** also need **WINTER NEST** against **FREEZING COLD!**

## ***THICK SNOW (Paksu lumipeite)***

**Animals who benefit from this card:**

- **MOOSE** (Hirvi) - One food
- **WHITE HARE** (Jänis) – One food
- **VOLE** (Metsämyyrä) – One food

## ***BIRD FEEDER (Lintulauta)***

Food for **GREAT TIT** (Talitiainen)

## ***SHELTER (Turva)***

**Animals who benefits from this card:**

- **FOX** (Kettu)
- **WEASEL** (Lumikko)
- **WHITE HARE** (Jänis)
- **BLACK GROUSE** (Teeri)
- **VOLE** (Metsämyyrä)

## ***WINTER FUR (Talviturkki)***

**Animals who benefits from this card:**

- **SQUIRREL** (Orava)
- **WHITE HARE** (Jänis)
- **WEASEL** (Lumikko)

**SQUIRREL** and **WEASEL** also need **WINTER NEST** against **FREEZING COLD!**

## ***BIRD FEEDER (Lintulauta)***

- Food for **GREAT TIT** (Talitiainen)



**BIRD FEEDER  
(LINTULAUTA)**



**BIRD FEEDER  
(LINTULAUTA)**



## ***FOWL PROTECTS*** ***(Parvi suojaa)***

Animals who benefits from this card:

- GREAT TIT (Kuusitiainen)
- COAL TIT (Talitiainen)

Small birds gather in fowls to survive better the FREEZING COLD and predators like the HAWK.

## ***WINTER NEST*** ***(Talvipesä)***

Animals who benefits from this card:

- VOLE (Metsämyyrä)
- WEASEL (Lumikko)
- SQUIRREL (Orava)

SQUIRREL and WEASEL also need WINTER FUR to survive from the FREEZING COLD.

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- SQUIRREL (Orava)

SQUIRREL and WEASEL also need WINTER FUR to survive from the FREEZING COLD.



## **WINTER STORAGE** **(Talvivarasto)**

### **Food for:**

- **SQUIRREL** (Orava)
- **FOX** (Kettu)
- **COAL TIT** (Kuusitiainen)
- **WEASEL** (Lumikko)
- **VOLE** (Metsämyyrä)

## **CONIFER TREE** **(Havupuu)**

### **Food for:**

- **MOOSE** (Hirvi)
- **SQUIRREL** (Orava)
- **VOLE** (Metsämyyrä)
- **COLE TIT** (Kuusitiainen)

## **LEAVED TREE** **(Lehtipuu)**

### **Food for:**

- **MOOSE** (Hirvi)
- **WHITE HARE** (Jänis)
- **BLACK GROUSE** (Teeri)
- **VOLE** (Kuusitiainen)

## **WINTER STORAGE** **(Talvivarasto)**

### **Food for:**

- **SQUIRREL** (Orava)
- **FOX** (Kettu)
- **COAL TIT** (Kuusitiainen)
- **WEASEL** (Lumikko)
- **VOLE** (Metsämyyrä)

## **CONIFER TREE** **(Havupuu)**

### **Food for:**

- **MOOSE** (Hirvi)
- **SQUIRREL** (Orava)
- **VOLE** (Metsämyyrä)
- **COAL TIT** (Kuusitiainen)

## **LEAVED TREE** **(Lehtipuu)**

### **Food for:**

- **MOOSE** (Hirvi)
- **WHITE HARE** (Jänis)
- **BLACK GROUSE** (Teeri)
- **VOLE** (Kuusitiainen)

**CONIFER TREE**



**LEAVED TREE**

**CONIFER TREE**



**LEAVED TREE**

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Original game: Youth Center in  
Anjalankoski, Finland.  
Edited by Tampere nature  
school, Finland  
Painted pictures: Niina Mykrä

## Winter Survival Game

Before starting the game.

Print out the cards (two-sided). You need 1 bear, 1 hedgehog, 2 cars (optional), 2 hunters (optional), 3 frosts, and the remaining cards five or six of each, depending on the group size.

Put strings on all the cards.

BLUE string: plants, bugs, bear and hedgehog.

GREEN string: herbivore animals.

RED string: carnivorous animals.

YELLOW string: frost.

- Each pupil gets a card. Number of cards depends on how many pupils are in the game. There is a certain amount of each animal, plant or other factor. (Check the game table for this <http://koulut.tampere.fi/luontokoulu/talvielaimet.pdf>).
- Teacher takes either a hedgehog card or a bear card ( The teacher hibernates during the game so that he or she doesn't have to run). Teacher tells students what it means to hibernate.
- In the beginning there can be only be one Frost. During the game the weather gets colder and there will be 1-2 Frosts or more.
  - There can be also a hunter and/or a car driver in the game (optional).
  - There are 3 Safe cards (Winter coat, Winter nest, Pack/Herd protecting). These are placed on nearby trees.
  - Rest of the cards (animals, plants etc.) are piled up on their own places in the playing area. (It is good to have 3-5 extra cards of each animal/plant)

### Playing the game

Teacher gives the instructions by telling the pupils what each animal eats, and what else it needs to survive the winter. These things are also marked in the cards with images. (Pupils are asked to read their own card and check the color of their string which is on their card.)

1. Plants and invertebrates (insects and spiders) run to hide. Others wait with their eyes closed. The hiding place should not to be too "good" or too far away,

otherwise these pupils may stand still during the whole game. Plants and bugs can not move in the winter, so they have to be in the same place until somebody finds them.

2. Next, herbivores start to search for food for them (appropriate food is marked in the card). Soon after carnivores leave to catch their own food (food marked in the card). The last one to leave is the frost. Frost tries to catch all animals. Plants are well prepared for winter, so frost will not hurt them.
3. When animal gets a prey or finds a hidden plant or invertebrate animal, she/he will take the prey to the teacher. The animal who found food reproduces and the food becomes the same as the animal who ate it. So, if a fox can catch the rabbit, the rabbit will be a fox, but the fox remains as a fox. If a mole finds a spruce, spruce becomes a mole and mole remains as a mole.
4. When the frost catches an animal he takes her/him to the teacher. The animal dies and becomes as nutrient for plants that is a new plant. Pupil is given a plant card or a bug card, and she/he hides.
5. Frost remains as the catcher until he/she is too tired to run. In this case, the teacher will give him/her someone else card, and someone else becomes the frost.
6. In many games, for example, lynx will increase, so that they are no longer cards available. In this case, the teacher changes one or two lynxes to some species that are becoming extinct.
7. The final stage of the game is that some pupils can also be given a safe card or a hunter card as a surprise factor.

When player touches the tree with the Safe card mentioned in her/his card, she/he is safe from the predators. Player can be in Safety only for a short time (counting to ten for example) and player can go to Safe only three times in a game. Predator is not allowed to wait near to the Safe area.

Other good rules: You should define the play area with clear boundaries. If someone has a catch, she/he is safe from being caught until she/he has taken her/his prey to the teacher. Every time an animal catches food, she/he must check that this is a suitable food for her/him.

**Translation: Chris Thompson**