



6. Minibeasts time travelling game

Requirements: minibeasts cards; minibeasts time period cards; 8 stations around the classroom; minibeast cards

7-11 years: teacher-led class activity (with option for scoring in teams)

12-14 years: teacher-led class activity (with option for scoring in teams)

Curriculum: Science (living organisms; biology; evolution and adaptation); Geography and History (chronology)

Time: 20 minutes

Teacher places the minibeast [time travel cards](#) in 8 different stations around the room. Each pupil chooses a [minibeast from the cards](#) for their time travelling journey. Individually (or in teams) follow the teacher (Planet Earth) around the 8 time period stations starting with the earliest and ending at the youngest. Each station represents a period in history when the environment changed significantly for minibeasts. At each station the teacher reads out a statement about this change (on the time period card). Reflect on how your chosen minibeast will cope with this change, and how it might need to adapt to survive. (If playing in a team, see how many minibeasts have survived by the end).