





Invasive species pairs

Inside the game box you will find:

	1	Blue box with 108 square cards
	1	Green box with 54 rectangular cards
	1	Sand timer
	1	Species guide

This board game accompanies the **Guia d'espècies invasores d'ambients fluvials** produced by the Gerència de Serveis de Medi Ambient of the Diputació de Barcelona as part of the **Va d'aigua programme**.



Diputació
Barcelona

Àrea d'Acció Climàtica

Game concept and design: LaTaula.coop

About the game:

The objectives of the **Invasive species pairs** game are:

- To learn about the exotic invasive species that affect our aquatic ecosystems.
- To transmit the most important content and concepts of the Guide.

The game includes:

- One pack of 108 **square cards** (76 are pairs of the 38 exotic invasive species included in the Guide, and 32 are cards with a question mark).
- One pack of 54 **rectangular cards** with questions on the most important content and concepts of the Guide.

Preparing to play:

- The teacher introduces the main contents of the *Guia d'espècies invasores d'ambients fluvials* and explains how to play the game.

You can consult the *Guia d'espècies invasores d'ambients fluvials* here: diba.cat/web/mediambient/especies-invasores

You'll also find a slideshow that introduces the main contents of the *Guide* to the class.

- To help students during the game, the teacher may allow them to consult the *Species guide* to answer the questions.
- You can also play the first game with the Guide, and the second game without it, to strengthen memory recall.

- To reinforce students' knowledge of exotic invasive species, when the teacher has finished the presentation, the class should be divided into groups to simultaneously play the **Invasive species pairs** and **Ecosystem in balance** games.

Game instructions:

- Each game can be played by a maximum of 4 teams (maximum 3-4 people per team).
 - The parts of the game should be arranged as follows:
 - The square cards should be spread out, face down on the table.
 - The rectangular question cards should be stacked face down next to the sand timer.
 - A randomly chosen team begins the game by turning over two of the square cards.
 - If the two cards show the same invasive species, the team wins that pair; it keeps the pair and takes another turn.
 - If the two cards are different, play moves on to the next team.
 - If either of the two cards is a question mark card, the team must answer a question. The team to the right takes a question card, reads it out loud, and turns over the sand timer to indicate the time available to answer.
 - ▶ If the team answers correctly, it takes another turn.
 - ▶ If it answers incorrectly, it loses one of its previously won pairs, and play moves on to the next team.
- ATTENTION! If you show the question to another team, remember to cover the answer.**
- The game ends when there are no square species cards left on the table, and the team with the most pairs wins.

IMPORTANT: to correctly answer the questions during the game you should pay special attention to the teacher's presentation and to the name and origin of the species that appear on the cards that are turned over.