

Pest Patrol

Action Kit

Pest Patrol Showdown!

Summary:

Groups of students (3 to 7 players) play a simple board game that reviews/reinforces pest control practices and IPM concepts.

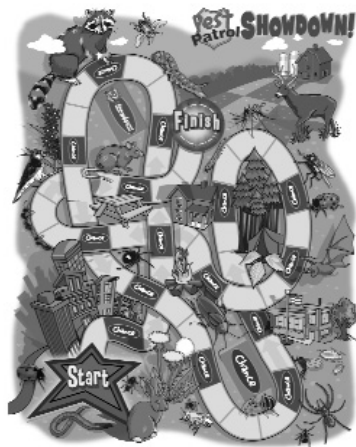
Materials:

- ☒ Packet of game materials for each group (1 game board, 6 markers, Showdown Cards and Chance Cards)

How can kids help control pests using the choices of IPM? It's time for them to show what they know! This fun-filled board game challenges them to recognize which pest control choices are good or bad, and to answer IPM questions that take some thought. Playing **Pest Patrol Showdown!** reinforces best practices for the environment *and* for everyone's good health.

Guiding the Activity

1. Suggest students have their copies of *Pest Patrol: A Backyard Activity Book for Kids* at hand when they play. Encourage them to verify answers they're unsure of during the game.
2. Divide the class into groups of 3–7 players. Give a game to each group. Review the rules printed on the game board. Each player picks a different marker from the variety of seeds included. (Did you notice these are the kinds of seeds for major food crops that humans and pests like to eat?)
3. Provide appropriate time for playing the game.



Directions:

1. Stack "Showdown" and "Chance" cards face down in the spaces provided for each. Set a copy of *Pest Patrol: A Backyard Activity for Kids* book near your game.
2. Choose game markers and set them at Start. Youngest player starts the game.
3. Take turns drawing cards. Do what the card tells you as you move from Start to Finish. For Chance cards, all players decide if the answer is acceptable. It's okay to help each other.
4. Winner is the first to reach the finish line.

Play another way!

Read the Chance Cards to challenge kids during moments spent waiting for schedule changes or dismissal times.

TIP

With a large selection of situation and question cards, **Pest Patrol Showdown!** also makes a great assessment tool as you observe students at play.

Digging Deeper



Invite students to create their own game cards in reverse style; their new cards contain the *answers* instead of the *questions*. The player who draws the card must state a question that goes with the answer on the card.

Bulletin Board IDEAS

Display the colorful game board and add a pocket envelope to hold the cards. Then play as a class, using a sticky note to mark progress along the game trail.

When we kill off the natural enemies of a pest, we inherit their work.
Carl Huffaker

Minnesota Graduation Standards, Grade 3

Life Science: C.
Interdependence of Life.

Reading and Literature:
A. Word Recognition, Analysis and Fluency; B. Vocabulary Expansion; C. Comprehension.

Speaking, Listening and Viewing: A. Speaking and Listening.

