Teacher Tips for Eat or Be Eaten Game



You need:

- 2 to 4 players
- A deck of Eat or Be Eaten cards
- A table where player can lay out their cards as they form food chains

Goal of the Game: Make as many cards as you can into food chains AND make those food chains as long as you can.

How to play

1. Shuffle the deck and pile the cards in the center, face down.
2. On the first round, players take turns picking a card from the pile & reading the card aloud.
3. On each subsequent turn, a player has a choice. They can choose a card from the center pile **or** steal a card from another player. They can use their cards to create a food chain. **Important Note:** Once a card is linked in a food chain, it **can't** be stolen. Putting cards in a food chain protects them.
4. The game continues until all the cards are used **or** you run out of class time.
5. At the end of the game, each player tallies their score using their *Eat or Be Eaten* scorecard.

Rules for Scoring

- You get **1 point** for every card in a food chain.
- Food chains of four or more cards get **2 bonus points.**

Advanced Play: Food Webs

Players may realize that some of their food chains could be connected to form a network of interlocking chains — that is, a food web.

If your group realizes this and if you have time, ask them to see how many chains they can connect in a food web. It is possible to arrange the entire deck of cards so that every card is connected to the others by a predator or prey relationship.

Note: At Mystery Science, we encourage players to reason from the descriptions on the cards. For example, the cricket eats dead leaves and the oak tree produces leaves. Though the oak tree card doesn't say that there are dead leaves under the oak tree, a player may contend that there are leaves under the tree to provide food for the cricket and make a food chain.