

Project WILD Activity “Oh Deer!”

Background: “Oh Deer” is a simulation game where students become “deer” and components of habitat. This activity emphasizes the most essential things that animals need in order to survive. This game will also show how animal populations increase and decrease from year to year and that limiting factors are the cause of the population change.

Objectives:

1. Students will be able to identify and describe **food, water, and shelter** as three essential components of habitat.
2. Students will learn that a population will continue to increase in size until some “**limiting factors**” are imposed. • Limiting Factors – influences that prevent an animal population from reaching biotic (reproductive) potential. • Examples of Limiting Factors – food, water, shelter, space, disease, predation, climatic conditions, pollution, hunting, poaching, habitat destruction and accidents.
3. Students will learn limiting factors contribute to fluctuations in wildlife populations and that nature is never in “balance” but is constantly changing.
4. Students will learn that good habitat is the key to wildlife survival.
5. Students will learn that organisms respond to both internal and external stimuli. • **Internal Stimuli** – hunger or thirst • **External Stimuli** – presence of shelter or predators
6. Students will learn that energy flows through living systems such as **food chains or food webs**.