EAIE

Esports as Accelerator for Social Inclusive Education

LESSON
ECOSYSTEMS

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ECOSYSTEMS

In this excercise the students must describe an ecosystem from their game of choice.

Subject and level
Biology, can be adapted to all levels

Connection to curriculum
The students will learn to descripe an ecosystem and its biotic and abiotic components.

Didactic and pedagogic considerations
The excercise can easily be adapted to different levels by adding or removing detailes from the description of the ecosystems.
This excercise can also be merged with the excercise “Foodwebs in Ecosystems”.

Time estimate
1-3 hours depending on the choice of final product

Group size
Individual

Overall introduction to exercise
The students must descripe an ecosystem from a game of their choice while identifying different plants and animals and arranging them in a foodchain.
The excercise can be done as a playthrough of the game if the students chooses to.

ECOSYSTEMS

Exercise as presented to the students

An ecosystem is descriped as a defined area in nature, its living organisms and their interaction with the non-living outside world. The ecosystems thus form the basis for all life on earth.

- Start by choosing an ecosystem from one of your favorite games – it doesn't have to be a natural ecosystem as long as there are both plants and animals.
- Find images (screenshots) that show the environment of your chosen ecosystem.
- Describe which abiotic factors have the greatest impact on how the ecosystem is functioning. For example, it could be changing climate, nuclear pollution or even magic.
- Find pictures of which animals and plants live there.
- Do any of the animals or plants have special characteristics that make them specifically adapted to this ecosystem?
- Set up your animals and plants in a food net - who eats whom?
- If you like, you can make the assignments as a playthrough of the game with a voiceover.

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