LESSON
FOODWEBS IN ECOSYSTEMS

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FOODWEBS IN ECOSYSTEMS

In this exercise the students will explore an ingame ecosystem while descrping the different components and arranging the species in a foodweb.

Subject and level
Biology - can be ajusted to different levels.

Connection to curriculum
The excercise can be used to either teach or review the structure of an ecosystem and the different trophic levels of a foodchain or foodweb.

Didactic and pedagogic considerations
Depending on the academic level, this excercise can be adapted to different levels. The excercise lets the students explore the game in their own pace and requires them to learn by experimenting.
The excercise is based on the game *Subnautica* but can be adapted to work with other similar games.

Time estimate
If playing the game from the beginning: 2-3 hours.
If playing with a presaved starting point: 1 hour.

Group size
Individually or in pairs.

Overall introduction to exercise
In the game *Subnautica* the students must first figure out how to build the scanner and with that tool explore the underwater ecosystem. Scanning the different plant and animal species gives them a description of them, and from that they must arrange the species in a foodweb.

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Exercise as presented to the students

- Launch the game Subnautica
- Explore your rescue craft and find the work station, where you can build different tools to help you survive
- Figure out how to build the scanner
- When you have the scanner, use it to examine the different plant and animal species
- From the information you get from the scanner, arrange the different species in a foodweb
    - Make drawings of the different plants and animals or take screen shots from the game

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