

Lesson Title : Oh Elk

Essential Question: What causes a population's size to fluctuate?



Instructional Time needed for Lesson: 30-45 min

Lesson Summary:

While playing an interactive game, students will learn about wildlife population dynamics. Throughout each round of gameplay they will see how population sizes change, and what influences that change. They will also learn about the 3 main types of population growth curves: S, J, and Bell.

Learning Outcomes:

Upon completion of class instruction students will be able to:

Objective 1: Identify and describe food, water, and shelter as three essential components of a habitat.

Objective 2: Describe factors that influence carrying capacity.

Objective 3: Define "limiting factors" and give examples.

Objective 4: Recognize that some fluctuations in wildlife populations are natural as ecological systems undergo constant change.

Extension:

Analyze different wildlife populations using information from the Pennsylvania Game Commission Wildlife Management Plans

Debate whether or not hunting is a good wildlife management tool.

A great follow up activity for this lesson is the game O' Deer from Project Wild. Change the scenario and add hunters and vehicle collisions to help student better understand the concept of carrying capacity and why it is important to manage the population of wildlife.

http://www.beaconlearningcenter.com/documents/313_01.pdf

Key Terms:

- Habitat
- Limiting Factors
- Predator
- Prey
- Population
- Ecosystem

To conserve and enhance Pennsylvania's elk country for future generations.



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