

Bee-Careful: A Game



Introduction

In the book *If You Love Honey*, author Martha Sullivan introduces students to a meadow ecosystem. An ecosystem is a dynamic place, with plants and animals interacting in a variety of ways. In this activity, students play an active game to review some of the benefits of a healthy habitat and also some of the dangers bees must overcome in order to survive.

Materials

- The book *If You Love Honey*
- Cones or ropes to designate area of play
- Box of ping pong balls (or other small balls), 3 per student
- Red and blue bandanas, a few of each color

Common Core Standards (ELA K-3)

Reading Literature and Informational Text

- Key Ideas and Details: K.1, 1.1, 2.1, 3.1
- Integration of Knowledge and Ideas: K.7, 1.7, 2.7, 3.7

Procedure

1. Teacher Prep: This game requires a large area, such as an outside playground or inside gym. Determine the boundaries of play. Designate two goals several yards apart using ropes or cones. One goal is the "flower patch" and the other is the "hive." Place the "nectar" (a box of small balls) in the flower patch goal.
2. Read aloud *If You Love Honey*. Show children the meadow illustration under "Sweet Connections" on the "Explore More for Kids" page. Review the plants and animals mentioned in the story and discuss how they work together to create a healthy habitat.
3. Brainstorm the dangers that bees might face as they live in the meadow. Discuss some actual bee dangers including pesticides, mites, diseases, and habitat loss. Explain that a healthy habitat helps bees combat dangers.
4. Tell students that they are going to play freeze tag. Explain that they will each play a role of the meadow ecosystem: worker bees, bee dangers, healthy habitat. Select most children to be "worker bees" and have them go to the "hive" goal. Choose a few children to be "bee dangers." Have them tie a red bandana around their arm. They should scatter along the side boundaries of the playing area. Choose a few children to represent the "healthy habitat." Have them wear blue bandanas. They should also scatter along the side boundaries of the playing area.

5. Explain that the object of the game is for the “worker bees” to bring all of the “nectar” back to the “hive” without getting tagged by a “bee danger.” Set a time period to keep the game active and exciting. At a signal, the worker bees leave the hive and run to the flower patch. If tagged, a worker bee remains “frozen” until tagged by a “healthy habitat.” Bees run back and forth between the hive and flower patch until time is up. Children will enjoy playing multiple rounds so they can switch roles.

6. This game sets the stage for a discussion about the importance of bees and the ways people can help provide a healthy habitat for them.

Next Generation Science Standards (K-3)

Disciplinary Core Idea: Life Science

- LS1: From Molecules to Organisms: Structure and Function
- LS2: Ecosystems: Interactions, Energy, and Dynamics
- LS4: Biological Evolution: Unity and Diversity

Cross-Cutting Concepts

- Patterns, cause and effect, systems and system models, stability and change