

Kangaroo Island Birds

playing cards



Introduction

The Kangaroo Island Birds playing cards are designed to help young people become familiar with some of the most common birds found in local gardens, parks, wetlands and bushland.

Each card contains information about a bird found on Kangaroo Island, including some fun facts, where they are commonly found and their diet. The key for the symbols is below:

Where they are often seen



in the air



in trees



in shrubs



along the coast, on beaches or at sea



by or on fresh water, dams, rivers and lakes



on the ground

What they eat



granivore: seeds and grains



fruitivore: fruits and berries



herbivore: plants



nectivore: nectar from flowers



insectivore: insects and spiders



carnivore: other animals

Please **print two copies** of each of the card sheets (or four if you want to expand the playing time of the games). They are designed to be double-sided. If your printer doesn't allow double-sided printing, print out the face cards first and then flip the paper and run it through again to print the back of the cards. Cut out the cards along the lines, one species per card. You might like to print them on card to make them more durable.

Three classic card games (memory, go fish, and snap) have been adapted for use with the cards, and instructions of how to play are included in this pack. We encourage participants to modify the rules or develop their own games and activities using the cards.

Although these cards are a great way to develop young people's interest in the environment, they are not intended to be a substitute for getting out of the house or classroom to investigate local ecosystems. Please visit our website to download free resources to assist in your learning.

We sincerely hope you enjoy playing the games and trust that you will learn a little more about the wonderful creatures living on Kangaroo Island.

Many thanks to the following people who kindly supplied photographs: *Jim Bendon (JB), Alison Buck (AB), Andrew Brooks (ABr), Daniel Clark (DC), Sam Correll (SC), Rick Dawson (RD), Jeremy Gramp (JG), John Harrison [www.noodlesnacks.com] (JH), Kangaroo Island Industry Brand Alliance (KIIBA), Nick Pike (NP), Nikki Redman Photography (NR), Jane Renwick (JR), Andrew Schofield (AS), Eleanor Sobey (ES), John Spiers (JS), Steve Walker (SW), Colin Wilson (CW), Darcy Whittaker (DW).*

Memory

A game of memory and observation.

NUMBER OF PLAYERS: Unlimited.

OBJECTIVE: To collect as many matching sets as you can.

HOW TO PLAY

Shuffle all cards and lay them face down on the floor or table. Cards must not touch each other, but can be placed in any order or direction.

The youngest player chooses who goes first.

The first player picks any two cards and shows them to the other players. If they match, keep the matched set and select two more cards. Continue this way until two non-matching cards are selected.

If the cards do not match, they must be returned face-down to their original positions. The next player then takes their turn.

WINNING

The winner is the player with the most matching sets when all cards have been matched or when the time limit is reached.

The key to winning is to remember where the cards are located.

Go Fish

Based upon the traditional card game.

NUMBER OF PLAYERS: 2 to 6.

OBJECTIVE: To get rid of all of your cards.

HOW TO PLAY

Shuffle cards and deal equally face-down to all players, with one extra hand dealt for the pile. If there aren't enough cards for all players to get an equal number, the extras get placed on the pile (i.e. an equal number of cards for each player, but more cards in the pile).

If you only have two copies of each card, students must make up sets consisting of both identical cards. If you printed four copies, students need four identical cards to make a set.

Without letting other players see their cards, players look at their cards and group them into sets. If players are dealt a full set, these are placed face up in front of them. Completed sets must be shown to other players.

Play starts with the player sitting clockwise next to the dealer.

The player asks any other player for a particular card, but the asking player must have at least one of the cards making up that set. If the player asked has that particular card, it must be handed over. The asking player can then ask any other player for another card.

Once a player gets all cards for a completed set, they must be placed face up in front of them. Completed sets must be shown to other players.

This continues until the player asks for a card that is not held by the player being asked. The asked player then calls **GO FISH** and the asking player must pick up a card from the pile. Play is then passed to the asked player.

WINNING

The first player to discard all of their cards by making sets is the winner.

Snap!

Based upon the traditional card game.

NUMBER OF PLAYERS: 2 or more.

OBJECTIVE: To be the only player remaining holding cards.

HOW TO PLAY

Shuffle cards and deal equally face-down to all players. If there are not enough cards for all players to get an equal number, the extras get placed on a central pile (i.e. an equal number of cards for each player, with all extra cards in the pile).

Players are not allowed to look at their cards. The youngest player chooses who goes first.

The first player turns over their top card and places it face up on the central pile, or creates a new pile if there are no cards on the pile.

If the card played is the same as the top card on the pile, players must call out **SNAP** and place their hand on the pile. The first player to do so wins the pile and places them at the bottom of their deck. It is then their turn to play a card.

In a 2-person game, if the cards do not match and a player calls "Snap!" they forfeit the cards to the other player.

In a 3 or more-person game, if the cards do not match and a player calls **SNAP** they forfeit a turn and cannot rejoin the game until there has been a successful **SNAP**. The cards remain in the pile.

If the card played does not match the top card on the pile, the next player turns over their top card and places it face up on the central pile.

When a player has no more cards in their hand, they are eliminated from the game. Play continues until only one player has cards or until the designated time limit is reached.

WINNING

The winner is the only player with cards remaining or is the one with the most cards when the time limit is reached.



Education Program

WAV LANDSCAPE
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Common bronzewing

I am named after the shining green and bronze colours on my feathers. When I fly away scared my wings are very noisy.



Bush stone-curlew

I hunt at night when you can hear my long 'wer-looo' call. I can fly but also use my wings to dance and scare predators.



Nankeen kestrel

I am small but a fierce and clever hunter. I can hover and see ultra-violet light to catch my prey.



Wedge-tailed eagle

I am Australia's largest raptor. I can fly 2km into the sky and use my binocular vision to find my prey.



Southern boobook owl

I hunt at night or when it is cloudy. I make a 'mo-poke' call. I have special feathers and can fly without making a sound.



Kl glossy black-cockatoo

I only eat seeds from drooping sheoak cones. I nest in tree hollows and only live on Kangaroo Island.



Yellow-tailed black-cockatoo

I eat the seeds of native plants and pinecones. You might hear my screech as I fly overhead in a group.



Galah

I help plants grow by spreading seeds. I travel and roost in flocks of up to 1000 birds and am an acrobatic flyer.





AB



KI crimson rosella

I am often seen looking for food on the ground and I can hold food with my claws. I have olive coloured babies.



KIIBA



Rainbow lorikeet

I am playful and love hanging out in a big group. My tongue is like a paint brush to help nectar stick to it.



NPWS



Laughing kookaburra

I am the largest of the world's kingfishers. I live with my family and I laugh to show my territory.



AS



KI brown thornbill

I am a great singer and often mimic other birds songs. I use spider webs to hold my dome-shaped nest together.



NP



Silvereeye

Despite weighing just 10g, I have amazing stamina and am capable of migrating 1600km in search of food.



ES



Striated pardalote

I feed on insects and nectar in the tops of the trees. I make a musical 'witta-witta' call.



NR



KI superb fairy-wren

I live in a family group. Mothers hatch the eggs, but we all feed and protect the young ones when they leave the nest.



KIIBA



Golden whistler

I have a musical song that often ends with a 'whip' sound. We live in pairs, working together to build cup-shaped nests.





NR



Grey shrike-thrush

I'm one of the best singers in Australia and I can sing many different songs! I sometimes try to fight my reflection.



JS



Eastern spinebill

My fine, down-curved beak is especially designed for getting the sweet nectar from bell-shaped flowers.



NR



New Holland honeyeater

We often feed together in large noisy groups. We work together in a mob to chase away other birds.



JS



Crescent honeyeater

I make many different musical sounds but my most common call is 'e-gypt'. I eat fast, visiting up to 34 flowers a minute.



KIIBA



KI purple-gaped honeyeater

I am an aerobic forager and can hang upside down to drink nectar from hard to reach flowers.



NR



Red wattlebird

I am a large honeyeater. The red flaps of skin hanging from my neck are called wattles.



JS



Willie wagtail

I have a long fan-shaped tail that I swing or 'wag' from side to side when foraging on the ground. I like to chat a lot.



JH



Grey fantail

I'm always on the move, doing aerial twists and turns in the lower branches or the canopy of trees trying to catch insects.





ES

Scarlet robin

In the I search for insects on the ground. In summer I look along tree trunks and in leaves for food.



ES

Beautiful firetail

I scuttle along the ground looking for food. I make a bottle-shaped nest from grass and line it with feathers.



JH

Red-browed finch

I like to hang out in a group of 10-20 finches. We are very noisy and hide in bushes when scared.



AS

Little raven

We are large, intelligent birds and we can use tools and other tricks to find our food. I especially like insects.



CW

Australian magpie

I am a song-bird with many different beautiful, flute-like, warbling calls. I can recognise up to 100 people's faces.



AS

Australian pelican

My big pouched bill can hold 13 litres of water but I use it to catch fish. I can stay flying for 24 hours and go 3km high.



Little pied cormorant

My home is beside places with fresh or salt water. I dive for fish and then stretch my wings out to dry.



Australian shelduck

I prefer to live near fresh water and like to hang out in a large flock. I nest high up in tree hollows.





Black swan

I use my long neck to reach deep in to the water to eat water plants. My nest is made from reeds and grasses and floats.



SW

White-faced heron

I usually eat fish, insects and frogs. I may search around to find them, or stand very still and wait for them to move.



ES

Masked lapwing

I make my nest on the ground. I am defensive of my nest and either pretend I am injured to lure you away, or attack.



RD

Hooded plover

I live on sandy beaches. My nest is a scrape in the sand above the high-tide mark on a beach.



JR

Australian pied oystercatcher

I live along the coast. I eat quietly, but when I fly make a whistled 'peepapeep' or 'pleep-pleep' sound.



AB

Pacific gull

I drop molluscs (animals that live in shells) from the air onto hard rocks to crack open their shells so I can eat them.



Little penguin

I have a long fan-shaped tail that I swing or 'wag' from side to side when foraging on the ground. I like to chat a lot.



ABr

Osprey

I can see underwater so I can dive into the sea to catch fish. I have special spines on my feet to carry slippery fish.





JB

Welcome Swallow

I have bristles on my tongue to help me catch insects while I'm flying. I make a nest out of mud and grass.



SC

Button quail

I spin about on alternate legs to expose insects and seeds on the ground. I feed in small family groups.



SC

Bassian thrush

I feed on the ground where there is thick leaf litter. My feathers give me great camouflage from predators.



DW

KI grey currawong

I make a loud, ringing call, often when flying. I feed on the ground and in trees, poking under bark on trunks for insects.







