

## iBiome Wetland Digital Game – Student Activity

### Introduction:

“With Professor Bio as your guide, students explore the wetland habitat and all the amazing species within. Build unique bio domes from scratch and interact with their fascinating food webs through immersive game play. Use what you learn to make your bio domes flourish with life.” (from the Springbay Studio website)



This activity would be well-suited for the **Grade 7 Ontario Geography** course – it is a good fit for expectation A3.4:

- Describe patterns and physical characteristics of some major water bodies and systems around the world (e.g., river systems, drainage basins, lakes, oceans). Sample question: “What are wetlands? Why are they important?”

**Note:** This student activity is designed for the free Demo web and iOS versions of iBiome Wetland (web: <http://goo.gl/9DNHMm>) (iOS: <https://goo.gl/GEgVRX>). The free Demo version includes the introductory “Fresh Water” biome (the full paid web version also includes the “Salt Water” and “Mangrove” biomes). To access the full web version please contact Springbay Studio (website: [www.springbaystudio.com](http://www.springbaystudio.com)) (email: [info@springbaystudio.com](mailto:info@springbaystudio.com)). For more activities related to iBiome and other Geography-related impact games go to: [www.change gamer.ca](http://www.change gamer.ca)

### During the game:

1. Open up the game by going to <http://www.springbaystudio.com/WetlandGame.html> and then follow through the tutorial (short URL: <http://goo.gl/9DNHMm>).
2. After the tutorial, you will come across a screen with a bouncing “+” sign. Click the “+” sign. This will lead you to the selection screen.
3. Click **Fresh Water Marsh** to play. Click and drag icons to their respective roles (e.g. sun = environment).
4. As you are completing the **Fresh Water Marsh** biome, answer the questions below that relate to this biome (if you ever feel a need to replay a stage, click on a star to replay a certain stage).
5. Make sure that once you complete the biome, you test the simulation by clicking the “Add Species to Dome” button on the right-hand side and record your results in Question 1 in the **Post-Game** section below.



Fresh Water Marsh (fill out during the game)

Place check marks to label which parts of the ecosystem are classified as Environment (Env), Producer (Pro), Consumer (Con), Prey (Prey), and Predator (Pred). Some may have more than one classification:

	Env	Pro	Con	Prey	Pred		Env	Pro	Con	Prey	Pred
Soil						Wasp					
Sun						Hoverfly					
Water						Willow					
Algae						Viceroy Butterfly					
Cabomba						Mosquito					
Water Lily						Dragonfly*					
Snail						Blue-winged Teal*					
Pickerelweed						Red-winged Blackbird*					

\* The Dragonfly, Blue-winged Teal, and Red-winged Blackbird levels can be unlocked using the paid version of iBiome Wetland.

Using the space below, draw a diagram of the entire **Fresh Water Marsh** food web:

**Post-Game Analysis:**

1. Write down what you did in the simulation part for the **Fresh Water Marsh** biome. What changes did you make? What became of the ecosystem as a result of those changes?

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2. Why is it so important to maintain the balance of an ecosystem?

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3. What can we do to ensure that we are preserving the ecosystems around us?

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4. What are some possible challenges that could prevent us from preserving the ecosystems?

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