

Return to 1616 Wild Challenge Card Games



GUESS WHO?

1. This is a pair guessing game.
2. Display all of the cards.
3. Each person secretly selects a mystery animal without telling their opponent.
4. Try to guess your partner's mystery animal by asking yes/no questions.

1616 MEMORY MATCHING GAME

1. This game uses two sets of cards. The objective is to collect the most pairs of cards.
2. Shuffle the cards and lay them on the table, face down, in rows.
3. On each turn, a player turns over any two cards (one at a time) and keeps them if the cards match.
4. If successful matching a pair the player keeps the cards and gets another turn.
5. When a player turns over two cards that do not match, those cards are turned face down again (in the same position) and it becomes the next player's turn.
6. The trick is to remember which cards are where.
7. The person with the most pairs at the end of the game wins

[Download printable cards here!](#)

The grid contains 30 cards, each with the following structure:

- Animal Name:** Common name and scientific name.
- Conservation Status:** Indicated by a circle with a letter (e.g., S, VU, EN, CR, SP, P).
- Statistics:** Average size (cm), Lifespan (years), Average weight (g), Speed, Number of young, and Cuteness (1-5).
- FUN FACT!:** A short, interesting fact about the animal.

Animals included in the grid:

- Indo-Pacific bottlenose dolphin
- Shark Bay mouse
- Shark Bay bandicoot
- Rufous hare-wallaby
- Sandhill frog
- Horn owl
- Humpback whale
- Tiger shark
- Banded hare-wallaby
- Brush-tailed Nuttara
- Loggerhead turtle
- Golden ghost crab
- Eastern osprey
- Manta ray
- Heath mouse
- Woylie
- Dibbler
- Desert mouse
- Guardar
- Dirk Hartog Island black and white fairy-wren
- Feral cat
- Western bearded dragon
- Boodie
- Greater stick-nest rat
- Chuditch
- Western grasswren
- Knob-tailed gecko
- Dugong
- Western spiny-tailed skink
- White shark

Return to 1616 More Wild Challenge Card Games



1. Wildlife Habitat Match:

Objective: Match the Wild Challenge Cards (plants) with the appropriate Animal Cards (animals) based on their ecological interactions.

How to Play:

- Shuffle the Wild Challenge Cards and Animal Cards separately.
- Participants take turns drawing one card from each deck.
- Explain how the chosen plant and animal interact (e.g., pollination, food source, shelter).
- The player with the most accurate matches wins.

2. Ecosystem Dominoes:

Objective: Create a chain of interconnected species using the Wild Challenge Cards.

How to Play:

- Each participant receives a set of Wild Challenge Cards.
- Start with a card (e.g., a berry plant) and place it face up.
- Players take turns adding cards that connect (e.g., an animal that feeds on the berries).
- The goal is to form a continuous chain of interactions.

3. Habitat Builders:

Objective: Collaboratively construct a balanced ecosystem using the Wild Challenge Cards.

How to Play:

- Divide participants into small groups.
- Each group receives a set of cards
- Players take turns placing cards to create a habitat.
- Discuss the ecological relationships as the habitat grows.

4. Animal Adaptations Snap:

Objective: Recognize animal adaptations using the Animal Cards.

How to Play:

- Shuffle the Animal Cards and deal them evenly among players.
- Participants take turns revealing their top card.
- If two animals have a clear ecological connection (e.g., predator-prey), shout "Snap!"
- The first to recognize the adaptation wins both cards.

5. Restoration Quest:

Objective: Collect specific combinations of Wild Challenge Cards to restore different island habitats.

How to Play:

- Create a list of restoration goals (e.g., "Coastal Dunes: 3 grasses + 2 succulent shrubs").
- Participants draw cards and try to fulfill the goals.
- The first to complete all restoration quests wins.

6. Animal Reintroduction Memory:

Objective: Match Animal Cards with their corresponding Wild Challenge Cards (habitats or food sources).

How to Play:

- Lay out all Animal Cards face down.
- Participants take turns flipping two cards.
- If they match (e.g., Shark Bay bandicoot with a specific plant), the player keeps the pair.
- The player with the most matches wins.

Return to 1616 Even More Wild Challenge Card Games



7. Eco-Explorer Quest:

Objective: Explore the island's ecosystems by collecting sets of Wild Challenge Cards.

How to Play:

- Shuffle the cards and deal five to each player.
- Participants take turns drawing a card from the deck or picking one from the discard pile.
- Collect sets (e.g., three that form a food chain).
- The first to complete three sets wins.

8. Habitat Snapshots:

Objective: Capture snapshots of different habitats using the Wild Challenge Cards.

How to Play:

- Divide participants into pairs.
- Each pair receives a set of cards representing a specific habitat (e.g., coastal dunes).
- Players take turns describing the habitat using their cards.
- The most creative and accurate description wins.

9. Species Survival Race:

Objective: Help native species survive by strategically using the Wild Challenge Cards.

How to Play:

- Create a track with spaces representing different habitats.
- Participants move their game pieces (representing animals) along the track.
- Draw cards to determine which habitat they encounter.
- Use the cards to adapt (e.g., find food, build shelter).
- The first animal to reach the finish line wins.

10. Eco-Puzzle Match:

Objective: Assemble ecological puzzles by combining Wild Challenge Cards.

How to Play:

- Shuffle the cards and distribute them.
- Participants work together to assemble complete puzzles (e.g., a grassland ecosystem).
- Discuss the interactions depicted in each puzzle.

11. Restoration Relay:

Objective: Collaborate to restore different island habitats using the Wild Challenge Cards.

How to Play:

- Divide participants into teams.
- Each team receives a set of cards representing a specific habitat.
- Relay-style, players take turns placing cards to build the habitat.
- Discuss the ecological roles of each card.
- The first team to complete their habitat wins.

12. Animal Adaptation Charades:

Objective: Act out animal adaptations using the Animal Cards.

How to Play:

- Shuffle the Animal Cards and draw one.
- Without speaking, act out the animal's adaptation (e.g., digging, climbing).
- Teammates guess the adaptation.
- Rotate roles and continue.