

Wild Challenge Playing Cards



This printable set of cards features animals from Dirk Hartog Island including original and introduced species. Enjoy endless opportunities for education and fun!



Department of
Biodiversity, Conservation
and Attractions

RETURN TO 1616
DIRK HARTOG ISLAND
NATIONAL PARK

Return to 1616 Wild Challenge Playing Cards



Have fun and enjoy learning at the same time! Print out the [Return to 1616 Wild Challenge playing cards](#). Follow the instructions below to play and have fun while you learn about the animals being returned to Dirk Hartog Island National Park. Explore more games and activities with the other Wild Challenge Games.

Instructions

The Wild Challenge game is based on the *Return to 1616* project on Dirk Hartog Island National Park detailed below. It contains a series of 30 cards that include both *Return to 1616* animals (marked in red) as well as other animals that either live on the island or in the surrounding waters.

1. Print out the cards on double sided paper.
2. Cut out your cards and laminate.

Rules of play

Any number of people can play.

To start the game, shuffle and deal all the cards face down to the players. Each player holds their cards so that they can see the top card only.

The player to the dealer's left starts by reading out a category from the top card (e.g. Rarity, value 5) The other players then read out the same category from their cards. The one with the best or highest value wins, and that player collects all the top cards, including their own, and moves them to the bottom of their pile. It is then their turn again to choose a category from the next card and play continues until they lose.

If two or more cards share the top value then all the cards are placed in the middle and the same player chooses again from the next card.

The winner of the hand takes the cards in the middle as well.

The *Return to 1616* project animals are special. Their names are written in red on the front of the card. They are worth more points so try hard to collect as many as you can. Play continues until one person has all the cards and is declared the winner.

If you are playing a timed game, at the end of the time the:

- *Return to 1616* animals are worth 5 points;
- all other native animals are worth 2 points; and
- the cat is worth 1 point.

Highest score wins so keep every Return to 1616 animal you can!



[Click here to Download](#)

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!](#)

Return to 1616 Construct a Food Web



Dirk Hartog Island Food Web

A food web is used to show how organisms interact with each other, and the flow of energy through an ecosystem. Research some examples of food chains and food webs (Eg. using a Google image search). Using the Wild Challenge card set, see if you can create your own food web for Dirk Hartog Island. Use arrows to show the flow of energy from one organism to another.

Use the following clues to help:

Discussion Questions:

1. Western Grasswren (Insectivore and Seed Eater) - How does the Western Grasswren's dual diet of invertebrates and seeds contribute to its survival? What role does it play in nutrient cycling? Can you think of specific invertebrates that the Western Grasswren might prey upon, and how this interaction affects both the grasswren and its prey?

2. Greater Stick-nest Rat (Herbivore) - How does the Greater Stick-nest Rat shape the island's vegetation by feeding on succulent and semi-succulent shrubs? What impact does this have on the ecosystem? What other animals might benefit from the habitat created by the stick-nest rat's nest-building behavior?



Western Grasswren (Insectivore and Seed Eater):

- Consumes a variety of invertebrates (termites, bugs, beetles, ants, centipedes, grasshoppers, caterpillars, spiders).
- Also feeds on seeds of grasses and various dicotyledons, as well as small berries.



Greater Stick-nest Rat (Herbivore):

- Feeds on leaves and shoots of succulent and semi-succulent shrubs.
- Plays a role in the ecosystem by shaping vegetation and creating habitat.



Banded Hare-wallaby (Browsing Herbivore):

- Broad and varied diet, including grasses, shrubs, and other dicotyledonous plants.
- Prefers species like *Acacia ligulata*, *A. ramulosa*, *A. sclerosperma*, and *A. tetragonophylla*.



Rufous Hare-wallaby (Flexible Herbivore):

- Consumes perennial grasses, grass seeds, and seeds of sedges.
- May also eat insects during dry periods.
- Adapts to available food sources.



Shark Bay Mouse (Vegetarian / Omnivore):

- Stomach and scat content includes plant materials (petals, flowers, leaf fragments) and invertebrate fragments (spiders).
- Plays a role in nutrient cycling.



Mulgara (Generalist Predator):

- Eats a wide range of prey items that fit in its mouth.
- Includes invertebrates and small vertebrate animals.
- Influences prey populations.



Dibbler (Generalist Omnivore):

- Consumes arthropods (75%) and plant matter (25%).
- Eats flowers, invertebrates, berries, and succulents.

Return to 1616

Construct a more complex Food Web



Dirk Hartog Island Food Web

A food web is used to show how organisms interact with each other, and the flow of energy throughout the system in an ecosystem. Using the Wild Challenge card set, see if you can create your own food web for Dirk Hartog Island. Use arrows to show the flow of energy from one organism to another.

Use the following clues to help!

<p>Berries:</p> <ol style="list-style-type: none"> 1. These juicy fruits are an essential food source for various animals on the island. 2. Consider which species might rely on berries for energy. 	<p>Bushes:</p> <ol style="list-style-type: none"> 1. Bushes provide shelter, nesting sites, and food for both herbivores and insectivores. 2. Think about which animals interact with the bushy vegetation. 	<p>Flowers:</p> <ol style="list-style-type: none"> 1. Flowers attract pollinators like bees, butterflies, and birds. 2. Explore the connections between flowering plants and their visitors. 	<p>Fungi:</p> <ol style="list-style-type: none"> 1. Some mammals consume fungi and spread spores in their scats. • Decomposers play a crucial role in nutrient cycling. 1. Consider how fungi break down organic matter and impact other organisms.
<p>Grasses:</p> <ol style="list-style-type: none"> 1. Spinifex and other grasses are producers, forming the base of the food web. 2. Grasses are important food for many herbivores and omnivores. 	<p>Invertebrates:</p> <ol style="list-style-type: none"> 1. Insects, spiders, and other invertebrates are abundant on the island. 2. Explore predator-prey relationships involving these small creatures. 	<p>Seeds:</p> <ol style="list-style-type: none"> 1. Seeds from various plants contribute to the diet of seed-eating animals. 2. Investigate which species rely on seeds for survival. 	<p>Small Vertebrate Animals:</p> <ol style="list-style-type: none"> 1. These include small mammals, reptiles, frogs and birds. • Some are insectivores and others are omnivores or herbivores. 1. Think about who preys on these vertebrates and how they fit into the web.
<p>Succulent Shrubs:</p> <ol style="list-style-type: none"> 1. Succulent shrubs store water and provide sustenance for herbivores. 2. Consider which animals feed on succulent leaves and stems. 	<p>Goald's Goanna:</p> <ol style="list-style-type: none"> 1. A large monitor lizard that hunts smaller animals. 2. Explore its role as a predator in the ecosystem. 	<p>Brush-tailed Mulgara:</p> <ol style="list-style-type: none"> 1. A nocturnal predator that feeds on small invertebrates (like insects) and occasionally small vertebrates. 2. Connects to other species as both predator and prey. 	<p>Banded hare-wallaby:</p> <ol style="list-style-type: none"> 1. A browsing herbivore that consumes grasses, shrubs, and other dicotyledonous plants. 2. Provides energy to predators in the ecosystem.
<p>Boodie (Burrowing Bettong):</p> <ol style="list-style-type: none"> 1. A herbivorous marsupial that feeds on grasses, seeds, and plant material. 2. Interacts with other herbivores and influences vegetation dynamics. 	<p>Chuditch (Western Quoll):</p> <ol style="list-style-type: none"> 1. A carnivorous marsupial that preys on small mammals, birds, and insects. 2. Plays a role in controlling prey populations. 	<p>Desert mouse:</p> <ol style="list-style-type: none"> 1. An omnivorous species that consumes insects, seeds and other plant matter. 2. Consider where it sits in the food web. • How would you describe its trophic level? 	<p>Dibbler:</p> <ol style="list-style-type: none"> 1. An omnivore that primarily eats arthropods (insects, spiders) and also consumes plant matter. 2. Links to various parts of the food web.
<p>Shark Bay Bandicoot:</p> <ol style="list-style-type: none"> 1. A small marsupial that forages for insects, seeds and other plant material. 2. Influences vegetation structure and nutrient cycling. 	<p>Heath Mouse:</p> <ol style="list-style-type: none"> 1. A herbivore that feeds on grasses and other vegetation. 2. Forms part of the primary consumer level. 	<p>Western Grasswren:</p> <ol style="list-style-type: none"> 1. An insectivorous bird that gleans food from litter and sand. 2. Consumes invertebrates (like ants, beetles, spiders) and seeds. 	<p>Greater Stick-nest Rat:</p> <ol style="list-style-type: none"> 1. Herbivorous, feeding on leaves and shoots of succulent and semi-succulent shrubs. 2. Shapes vegetation and provides habitat.
<p>Woylie (Brush-tailed Bettong):</p> <ol style="list-style-type: none"> 1. A nocturnal herbivore that eats grasses, seeds, and plant material. 2. Connects to other herbivores and influences plant communities. 	<p>Shark Bay Mouse:</p> <ol style="list-style-type: none"> 1. A vegetarian omnivore that includes plant materials (petals, leaves) and invertebrate fragments (spiders) in its diet. 2. Plays a role in nutrient cycling. 	<p>Rufous Hare-wallaby:</p> <ol style="list-style-type: none"> 1. A flexible herbivore that consumes perennial grasses, grass seeds, and seeds of sedges. 2. Adapts to available food sources. 	

Discussion Questions:

Let's explore some thought-provoking questions related to the fascinating species on Dirk Hartog Island:

1. Berries - Which animals might rely on berries for energy? How do these animals contribute to the overall ecosystem? How does the availability of berries impact the population dynamics of certain species?
2. Bushes - Consider the interactions between herbivores and insectivores with the bushy vegetation. How do these interactions affect the ecosystem? How do bushes provide essential resources (shelter, nesting sites, and food) for different animals?

Return to 1616 Food Web Clues - Existing Species

Dirk Hartog Island Food Web

A food web is used to show how organisms interact with each other, and the flow of energy throughout the system in an ecosystem. Using the Wild Challenge card set, see if you can create your own food web for Dirk Hartog Island using the animals that were already on the island. Use arrows to show the flow of energy from one organism to another. Use the following clues to help:



Sandhill Frog:

1. A burrowing amphibian that lives in sand hills.
2. Consider its role in the ecosystem and interactions with other species.



Loggerhead Turtle:

1. An endangered species that nests on the island's beaches.
2. Explore its position in the marine food web.



Golden Ghost Crab:

1. A scavenger that feeds on detritus and small organisms.
2. Connects to both terrestrial and marine ecosystems.



Gwardar (Western Brown Snake):

1. A venomous snake that preys on small mammals and reptiles.
2. Investigate its impact on prey populations.



Dirk Hartog Island Black and White Fairy-wren:

1. A small bird that forages for insects and seeds.
2. Consider its interactions with other birds and insects.



Knob-Tailed Gecko:

1. A nocturnal reptile that hunts insects.
2. Connects to the invertebrate population.



Dugong:

1. One of the world's only marine mammal herbivores.
2. Feeds on seagrass meadows in Shark Bay.



Barn Owl:

1. A nocturnal predator that hunts small mammals and birds.
2. Investigate its interaction with rodent populations.



Humpback Whale:

1. Migrates along the coast of Western Australia.
2. Consider its interactions with krill and other marine organisms.



Eastern Osprey:

1. A fish-eating bird of prey.
2. Connects to the marine food chain.



Manta Ray:

1. A filter-feeding ray that consumes plankton.
2. Investigate its role in nutrient cycling.



Feral Cat:

1. An introduced predator that impacts native wildlife.
2. Explore its interactions with small mammals and birds.



Western Bearded Dragon:

1. A lizard that feeds on insects and vegetation.
2. Connects to the terrestrial food web.



Western Spiny-Tailed Skink:

1. Another lizard species that plays a role in insect control.
2. Investigate its diet and habitat.



Whale Shark:

1. The largest fish in the world, feeding on plankton.
2. Consider its impact on the marine ecosystem.



Tiger Shark:

1. A top predator in the ocean.
2. Investigate its interactions with other marine species.



Indo-Pacific Bottlenose Dolphin:

1. A social marine mammal that hunts fish and squid.
2. Connects to the marine food chain.

Discussion Questions:

1. Why were feral cats removed from Dirk Hartog Island National Park as part of the Return to 1616 Ecological Restoration Project? How does this change your food web?
2. How might the presence of loggerhead turtles nesting on the island's beaches impact the terrestrial ecosystem?
3. The dugong is a herbivorous marine mammal that feeds on seagrass meadows. How does its diet influence the health of seagrass ecosystems, and what other species might benefit or be affected by its presence?


Feel free to explore these questions further during your food web discussions!

Return to 1616 Food Web Clues - Translocated Species




Dirk Hartog Island Food Web

A food web is used to show how organisms interact with each other, and the flow of energy throughout the system in an ecosystem. Using the Wild Challenge card set, see if you can create your own food web for Dirk Hartog Island. Use arrows to show the flow of energy from one organism to another. Use the following clues to help:




Brush-tailed Mulgara:

1. A nocturnal predator that feeds on small invertebrates (like insects) and occasionally small vertebrates.
2. Connects to other species as both predator and prey.



Banded Hare-wallaby:

1. A browsing herbivore that consumes grasses, shrubs, and other dicotyledonous plants.
2. Provides energy to predators in the ecosystem.




Boodie (Burrowing Bettong):

1. A herbivorous marsupial that feeds on grasses, seeds, and plant material.
2. Interacts with other herbivores and influences vegetation dynamics.




Chuditch (Western Quoll):

1. A carnivorous marsupial that preys on small mammals, birds, and insects.
2. Plays a role in controlling prey populations.



Desert Mouse:

1. An omnivorous species that consumes seeds, insects, and plant matter.
2. Connects to both plant-based and animal-based food sources.




Dibbler:

1. An omnivore that primarily eats arthropods (insects, spiders) and also consumes plant matter.
2. Links to various parts of the food web.




Shark Bay Bandicoot:

1. A small marsupial that forages for insects, seeds, and plant material.
2. Influences vegetation structure and nutrient cycling.




Heath Mouse:

1. A herbivore that feeds on grasses and other vegetation.
2. Forms part of the primary consumer level.




Western Grasswren:

1. An insectivorous bird that gleans food from litter and sand.
2. Consumes invertebrates (like ants, beetles, spiders) and seeds.




Greater Stick-nest Rat:

1. Herbivorous, feeding on leaves and shoots of succulent and semi-succulent shrubs.
2. Shapes vegetation and provides habitat.




Woylie (Brush-tailed Bettong):

1. A nocturnal herbivore that eats grasses, seeds, and plant material.
2. Connects to other herbivores and influences plant communities.



Shark Bay Mouse:

1. A vegetarian omnivore that includes plant materials (petals, leaves) and invertebrate fragments (spiders) in its diet.
2. Plays a role in nutrient cycling.



Rufous Hare-wallaby:

1. A flexible herbivore that consumes perennial grasses, grass seeds, and seeds of sedges.
2. Adapts to available food sources.

Discussion Questions:

Disease Impact:

1. What might happen if a species in this food web gets a disease? How would it affect other organisms?
2. Consider the cascading effects on energy flow and population dynamics.

Chuditch Translocation:

1. Why is the Chuditch (Western Quoll) the last animal to be translocated to Dirk Hartog Island National Park as part of the Return to 1616 Ecological Restoration Project?
2. Explore factors related to habitat suitability, ecological niches, and conservation priorities.

Return to 1616 Food Web Clues - Supplementary Cards



Dirk Hartog Island Food Web

A food web is used to show how organisms interact with each other, and the flow of energy throughout the system in an ecosystem. Using the original Wild Challenge card set to construct a food web for Dirk Hartog Island and then try adding the supplementary cards. Use arrows to show the flow of energy from one organism to another.

Use the following clues for the supplementary cards!



Berries:

1. These juicy fruits are an essential food source for various animals on the island.
2. Consider which species might rely on berries for energy.



Bushes:

1. Bushes provide shelter, nesting sites, and food for both herbivores and insectivores.
2. Think about which animals interact with the bushy vegetation.



Flowers:

1. Blooming flowers attract pollinators like bees, butterflies, and birds.
2. Explore the connections between flowering plants and their visitors.



Fungi:

1. Decomposers play a crucial role in nutrient cycling.
2. Consider how fungi break down organic matter and impact other organisms.



Grasses:

1. Grasses serve as primary producers, forming the base of the food web.
2. Connect herbivores (like kangaroos or wallabies) to grass consumption.



Invertebrates:

1. Insects, spiders, and other invertebrates are abundant on the island.
2. Explore predator-prey relationships involving these small creatures.



Seeds:

1. Seeds from various plants contribute to the diet of seed-eating animals.
2. Investigate which species rely on seeds for survival.



Small Vertebrate Animals:

1. These include small mammals, reptiles, and birds.
2. Think about who preys on these vertebrates and how they fit into the web.



Succulent Shrubs:

1. Succulents store water and provide sustenance for herbivores.
2. Consider which animals feed on succulent leaves and stems.



Gould's Goanna:

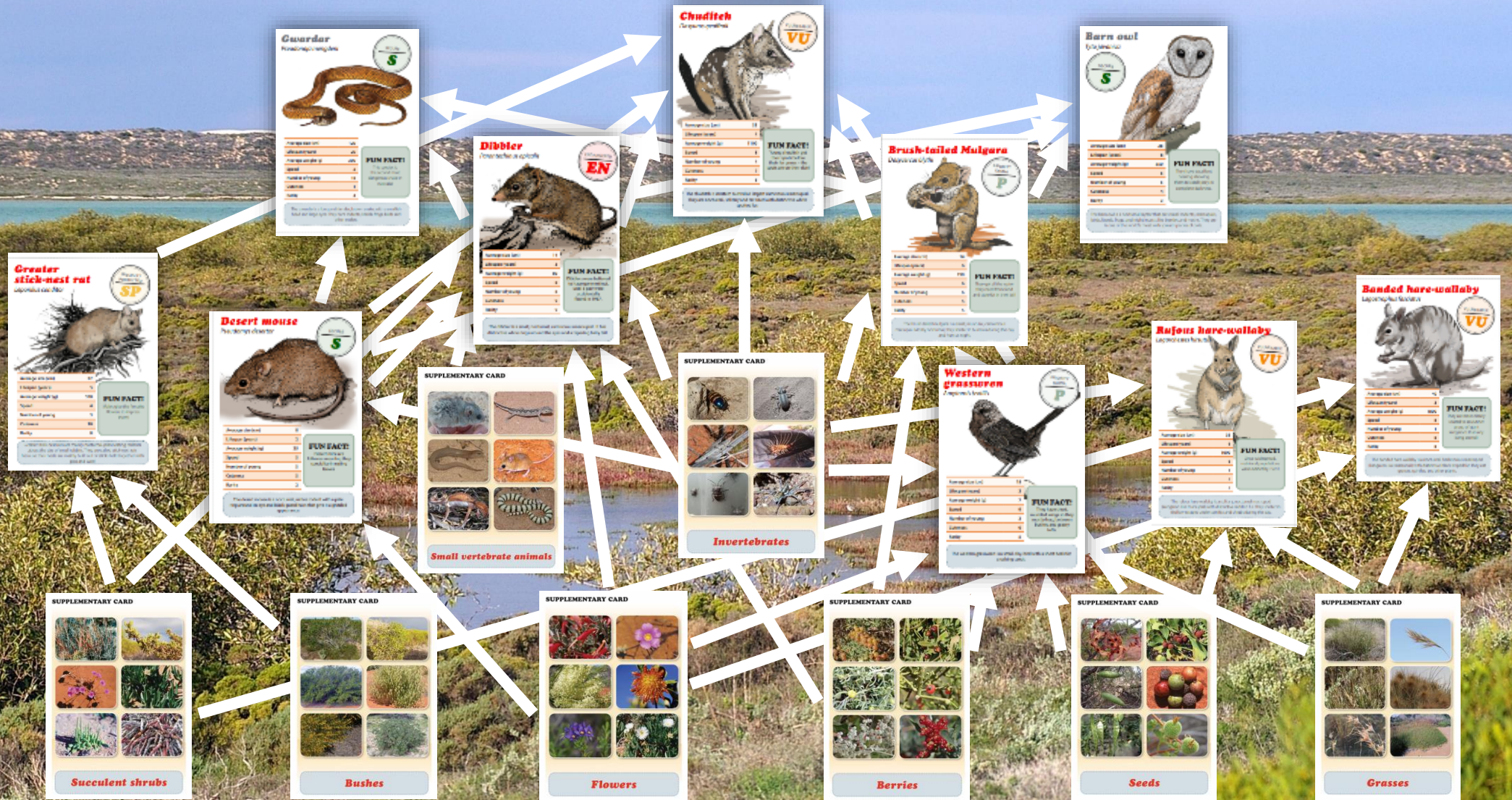
1. A large monitor lizard that hunts smaller animals.
2. Explore its role as a predator in the ecosystem.

Discussion Questions:

1. How do berries, flowers, and grasses interact with invertebrates? Consider pollination, seed dispersal, and herbivory.
2. What role do fungi play in the ecosystem? Think about decomposition, nutrient cycling, and symbiotic relationships.
3. How are small vertebrate animals connected to succulent shrubs and gould's goanna? Explore predator-prey dynamics and habitat dependencies.

Return to 1616 Example Food Web

Many food chains make up a food web. Conduct some research to learn more about food webs and how they represent energy flow. Can you use the *Return to 1616* playing cards to create a food web such as the example below? Can you create some different examples? Share and discuss your food webs with others. As an extension, you may like to find a way to represent other aspects such as how many individual plants and invertebrates are required to support a herbivore or carnivore. Cards can be printed from [here](#).



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.