



CA NATIVES
TRADING CARD
GAMES & Trading Rules
FOR EDUCATORS

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For the most recent Rules and
Card list, go to
www.artandwildernessinsitute.com

These rules will help guide you, the educator, through the CA NATIVES TRADING CARD world. The cards that your students will carry are a token of the deep knowledge they have of our CA NATIVE PLANTS AND ANIMALS. This means that you they carry a symbol of knowledge, and as it happens to be, knowledge that is not used is lost. And so is their card. TO BECOME A MASTER, they must stay on top of their knowledge so that no other card player can steal your cards from them.

1. THE CARDS

Approximately 10 new cards are released every semester. The are all accurate facts about Native Animals and plants and can be used in variety of ways, for trading, playing games, teaching ecosystem and food chain concepts, and ID materials for field hiking.

The rules and games below are written as how the game would be told to students.

Revised 1/20/2020

2. TRADING RULES

1. To trade a card with another card-holder, you must tell them at least 2 facts about the card you wish to trade for. Likewise, they must share 2 facts with you about the card they wish to trade for. Once these facts have been verified, either by looking on the card itself or by researching it, you may make the trade.
2. If you make a trade and are regretting it, you have the same day to trade back for your original card as long as both cards are still in the same condition as they were traded.

3. THE GAMES

GAME 1-

KNOWLEDGE MASTER

(This game is for keeps or for fun depending on what you agree upon before starting the game. NO CHANGING the rules afterwards.)

1. Challenge as many trading card holders at a time to a round of KNOWLEDGE CHALLENGE.
 2. One person in the group must not play one round and only act as the moderator. Moderators can switch off each round.
- The moderators job is to shuffle the cards and

- redistribute them to the group so that the cardholder does not end up with their own card.
- The moderator must ensure that not all cardholders duplicate cards that are offered into the center of the pile.
- The moderator shuffles the cards and then hands them out randomly to the group and also decides who will ask the question first.
- The chosen person finds out whose card they are holding, looks at the backside of the card, and asks a question off the back of the card regarding the plant or animal. It is not permissible to ask Latin Names, unless you are in a tie between 2 cardholders seeking to claim the public domain card. More about that later.
- If the original card owner knows the answer, they get to take their card back and their card is safe and sound. The question goes to the next person.

IF THE ORIGINAL CARD OWNER DOES NOT KNOW THE ANSWER, the card goes back to the moderator to hold onto for PUBLIC DOMAIN ROUND.

- After all players have been asked a question regarding their card, the incorrect answer cards are now up for grabs in PUBLIC DOMAIN ROUND.

PUBLIC DOMAIN ROUND

Public Domain Round is moderated by the Moderator. The Moderator asks a question to the group regarding a fact from one of the cards that was forfeited due to lack of knowledge. Players MUST BE EXTREMELY CAREFUL in not just raising their hand too quickly or shouting out answers. IF they say an incorrect answer, they can lose another one of their cards. Players MUST ONLY ANSWER if they VERY DEEPLY AND THOROUGHLY know the answer.

If it is answered correctly, then the player who knew the answer gets to steal the card. If it is not answered correctly, the player who answered the question needs to give up another one of their cards.

LAVA ROUND

- If 2 rounds have gone through successfully without any players losing their cards, then it goes into LAVA ROUND.
- LAVA ROUND is played the exact same way as the first 2 rounds, except there is a minor twist. ONLY OFFICIAL CARD DISTRIBUTORS SUCH AS EDUCATORS can moderate this round. The Educator

asks all the questions and if the player gets it right, then not only do they get their card back but they get to request any card they want from the Educator's stock pile of cards. They must know at least 1 fact about the animal or plant they are requesting to get the card. They can even request a POISON CARD.

GAME 2- FOOD CHAIN and ECOSYSTEM SCRAMBLE (This game is not for keeps, just for fun)

1. Challenge 1 player against you and get another player to be the ecology judge.
2. Hide your trading cards into a pile in your hand and do not let the other player see your cards or what you are playing next.
3. Count to 3 and at the same exact moment, put a card down.
4. Make a case as to whose card is more powerful in nature and why and tell them what would happen to the ecosystem if that Native Plant or Animal was removed from the environment.
5. The judge chooses the player with the better argument.
6. Play 5 rounds and then whoever wins the most cards off the other player gets to be the

ecology judge in the next round.

7. Give the cards back to the player as this game is just for fun.

GAME 3- RIDDLE ME THIS (This game is not for keeps, just for fun)

1. Challenge 1 - 4 players to play the game.
2. Each player places 4 cards out in front of them gold side up.
3. Each player thinks of a riddle about one of the four cards they have placed down and the other players each get a turn guessing the answer to the riddle.
4. The other players have to guess which card the player is talking about. The player can also make a riddle that is about neither of those animals or plants.
5. If the other players are incorrect, the player who made the riddle gets to take a card away from them for being wrong. If the other players are right, they get to take a card away from the player.
6. At the end of the game, return the cards to their owners.

- ## GAME 4- Trail Scavenger Hunt
1. Go on a Nature Walk outside.
 2. Randomly divide the cards up amongst the hikers. Each hiker must show their card to the other hikers.

3. The hiker with the card must try to find their animal or plant.
4. If they find their animal or plant before another player does, their card is safe. If another player finds it first, the cardholder must give up their card to the other player.
5. Hikers may try to steal cards from each other by first remembering what cards the other players/hikers have and 2, finding it on the trail before the cardholder or another hiker has the chance to shout it out.
6. Original cardholders may challenge other hikers for their card back by "Knowledge challenging the other player". The other player may ask any question off the back of the card and if the original cardholder knows the answer, they may steal their card back.

5. TESTING RULES

1. To test for a card, you must Identify the plant or animal you wish to test for while in the field with your educator. If your educator agrees, you may also show a picture of a plant or animal you saw while you were hiking. You can agree with your educator on the best

method of sharing pictures or videos you saw while with your family and not in class. The picture must look like YOU took it yourself and did not get it off the internet.

2. Once you have Identified it, and within the parameters of when testing time is appropriate, you may share 5 facts about the plant or animal. If you are describing the plant or animal, that counts as 1 fact. For example, the ears are large and the tail is shaped like cotton COUNTS for one fact, not two.
3. Once you have earned 40 cards, testing gets harder. You must share 10 facts about a plant or animal to earn the card you want and you must have completed an entire Nature Journaling page on that animal or plant. A nature journaling page is what the back of the trading cards look like. Be creative and make it your own!
4. You may test for plants or animals you have already tested for before but you must identify it each time.
5. Only students enrolled in classes with the educator may test with them, unless the educator says otherwise.
6. If a student has a fully completed and illustrated page, colored, drawn and with

10 facts on the animal or plant in which they are testing for, they may use their nature journal while testing as long as they are still under the 40 card rule. It is best to try to go off of memory though as this will help your knowledge bank.

7. You may test on our Art and Wilderness Institute Testing Portal.

6. INVASIVE CARDS

1. Invasive Cards are meant to harm your species. You can protesct against them by having a healthy ecosystem.
2. **CARD 1- THE BROWN-HEADED COWBIRD-** This bird likes open grasslands with not a lot of dense forests. If you have at least 10 TREES in your ecosystem deck, you are safe from the attack of a Cowbird card on your deck. IF you do not, the Cowbird can attack 2 of your bird cards (Mourning Doves, Western Bluebirds, Acorn Woodpeckers, Western Scrubjays and CA TOWHEES) by taking 2 of these cards and in SHARPIE, writing the word COWBIRD ATTACK on your cards and scribbling on the back of those two cards. If you have at least 10 mourning dove cards, they can only attack one mourning dove card and no other species may be affected. A Cowbird cannot attack any birds of prey or birds that are larger than the Cowbird

itself. It also cannot attack a hummingbird as hummingbirds have nests that are too small for the cowbird to fit its eggs in.

7. TESTING TIME

1. It is best practice that the educator has an assigned and designated testing time. Generally the last 15 minutes of class. It is best to announce how many the students may test for a week.

9. LOST, STOLEN, or DAMAGED TRADING CARDS

The educator should let the students know it is not their responsibility if students lose or damage their cards..

CA NATIVES SCAVENGER HUNT MEMBERSHIP

Classrooms may also participate in the yearly membership of CA NATIVES nature journaling scavenger hunt. Once enrolled, teachers get a code that their students

get and on their own out in nature, students find and nature journal plants and animals that are on the list. They fill out the online form, enter the class code. At the end of each month, the classroom receives a package with the cards the kids earned.

TRADING CARD LIST (as of 1/20/2020)

1. Buckwheat
2. Toyon
3. Sagebrush
4. Pincate beetle
5. Chapparral yucca
6. Poison oak- worth 5
7. CA Sycamore
8. Coast live oak
9. Prickly Pear Cactus
10. Mourning Dove-replace
11. Red Shouldered Hawk
12. Coyote
13. Harvester Ant
14. Black Pheobe
15. Cottontail Rabbit
16. Acorn Woodpecker
- 17,Anna's Hummingbird
18. Stinging Nettle- Worth 3 cards
19. Snowy Egret
20. Great White Egret
21. California Towhee
- 22.Mule fat
23. Ca Ground Squirrel
24. Poison Hemlock Worth 5 Cards

25. Western Scrubjay
26. Western Bluebird
27. Turkey Vulture
28. Black Sage
29. Laurel Sumac
30. Western fence lizard
31. American Coot- coming Fall 2020
32. Agregating Anenome
33. Red-Tailed Hawk (GOLD CARD)- worth 10 Trading Cards. Limited Prints
34. Humpback Whale
35. Ca Quail
36. American Kestrel
37. Giant Hairy Scorpion (Worth 5)
38. CA King Snake
39. Hermit Crab
40. Road Runner
41. Kit Fox
42. Big Horned Sheep
43. Wolf Spider
44. Coast Bush Sunflower
45. Blue Elderberry
46. Cattail
47. Osprey
48. Mountain Lion (Worth 15 Cards)
- 49.Great Blue Heron
50. Golden Eagle (Worth 10 Cards)
51. American Crow
52. CA Poppy

INVASIVES

1. Brown-Headed Cowbird

HAPPY PLAYING!