GIANT PANDAS: INTO THE WILD EDUCATOR GUIDE

Using Game-Play to Explore Habitats and Endangered Species Conservation with Students in Grades K-6

For the complete educator guide with media resources, visit: http://www.nationalgeographic.org/media/giant-pandas-wild-educator-guide/

Program

Giant Pandas: Into the Wild is an online game that can be played on desktop computers or iOS or Android tablets. The game challenges students to design a giant panda wildlife reserve that is suitable for panda health and happiness and prepares them for release into the wild. Students make decisions based on factors such as environment, availability of resources, and cost. The goal of the game is to engage students in decision-making around an endangered species and to raise awareness about giant pandas and the need for conservation.

Use this educator guide to engage students in Grades K-6 with the game in a variety of settings both in and out of the classroom. The guide includes information about the role of the facilitator, as well as game play setup for independent play, small group play, and whole class play. Activity ideas and discussion questions are organized into before, during, and after game play.