



Observing

Go outside and observe what ants look like and how they behave.
Try to find their anthill and see what does it look like.

Students should observe the area carefully with the help of a magnifying glass.

1. First, the students look for ants and observe them. Give them hints on what they should be looking for:

Where are the ants? What color are they? How big are they?

What are they doing? (Are they carrying anything?) Are they all the same size? Do you think ants are strong or weak? Or maybe someone knows how much weight an ant can carry?

2. Observation of the anthill

Let your students find the anthill, or the entrance to it. They should then observe it. Ask them: What does it look like? What is it made of?

Look: the mound (or hole) that you see is only one entrance to the anthill. The main part of the anthill is located underground.



Source: [flickr](#)



Role-playing

The students act out the role of ants from different castes, pretending to be the queen, the workers and soldiers in different situations that ants encounter.

Divide the class into groups, i.e. castes of ants. Each group plays the roles assigned to them.

Assigned roles & materials (materials – see Get Ready section, "Photos – how to do it")

Queen

Job: lays eggs – makes balls of paper and places them in the nest.

Accessories: a royal crown and a scepter

Number: there is only one queen in an anthill

The queen's workers

Job: take care of the queen, groom her, feed her and the other ants (other workers and soldiers).

Accessories: wear aprons, they should have something that symbolises food – e.g. blades of grass, leaves

Number: there are 4 workers for the queen

Soldiers

Jobs: defend the other ants from predators, remove obstacles from the ants' way.

Accessories: shields, swords

Number: there are 4 soldiers.

Other workers

Tasks: walking along the trail and carrying food to the anthill

Accessories: blades of grass, leaves

Number: remainder of the class.

Determine the path to the queen's nest and start the game: introduce the students to a variety of situations in which the students act out the role of ants. Each ant in these situations behaves in a specific way typical of its caste. The ants do not speak to each other and do not make any sounds. Each has her own role specified in advance and does not take any other role during the game.

The goal of the game is for the students to understand better how society functions in an anthill by making them act out the role of ants. The game can finish at any time.

Example situations:

- an attack on the queen
- the presence of a predator near the worker ants
- an obstacle along the trail, etc.

You can give any number of situations and change situations at any time.