

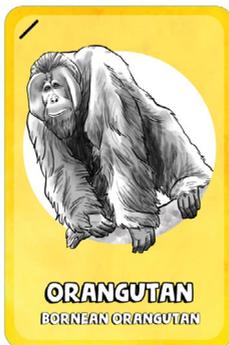
# SFF RIMBA CARD INSTRUCTIONS

RIMBA The Card Game is a tool to introduce endangered animals, raise awareness of local biodiversity and their global significance. Make your own cards using the template provided and build your deck in sets of 4 animal cards (red, blue, green and yellow) and 1 information card. You can also print the provided card set to use in your classroom. Please refer to the SDG targets tracker in the references. You can print the cards to be used in physical play on to stock paper 200 - 300gsm and cut into 9cm x 6cm cards. For digital use you can upload your finished localized cards to Eduplay.

## SHORT TERM GOAL

1. Introduce local less known wildlife to participants
2. For participants to be able to name each of the animals
3. For participants to learn further details of each animal from the info cards.

## CONNECTION TO SDGS



We appreciate if you could include us in your credits fb group @rimbathecardgame

# SFF RIMBA CARD INSTRUCTIONS

## HOW TO BUILD YOUR LOCALIZED CARDS



Insert animal in black and white here.  
It can be places above or below this frame.

Insert animal's local name here



Insert animal scientific name here

Insert animal in black and white here.  
It can be places above or below this frame.

Insert IUCN rank here

Insert animal's local name here

Insert a short paragraph about the animals feature,  
behavior or habitat here.



Just change the shape color on power point based on the IUCN rank for each animal based on the IUCN website

# SFF RIMBA CARD INSTRUCTIONS

## GAMES YOU CAN PLAY (REFER TO THE REFERENCE PAGE FOR LINK)

### MEMORY

**Cards:** 10 pairs of animals in 2 colors

**Number of players:** 1 - 2

#### Instructions

1. Shuffle the deck and place the 20 cards face down forming a 5 x 4 grid.
2. Players flip cards 1 by 1 to find a matching pair while calling out the name of the animal.
3. 2 sets of memory cards can be set up for 2 players to play against each other.

You can time the participants and list them on a score board to see which participant can match the fastest.

### HAPPY FAMILY

**Cards:** 10 sets of cards (4 colors each animal) and 10 information cards - total of 50 cards

**Number of players:** 3 - 4

#### Instructions

1. Separate the animal cards and the information cards. Shuffle the animal cards and distribute 7 cards to each player, place remainder cards in the middle as a draw pile. Arrange the information cards face up for all to see.
2. Players collect suites of 4 of the same animal by asking for cards from others.  
If the person you ask for a particular animal doesn't have the requested card then you draw a card from the draw pile.
3. Once you get all 4 colors of the same animal you can claim the information card and your animals cannot be requested again. If you run out of cards you can draw 5 cards.
4. The person with the most information cards wins the game.
5. At the end of each game each player introduces the animals they have conserved by reading or summarizing the information in the information cards they collected.

### WHO AM I?

**Cards:** 10 individual animal cards (color not important)

**Number of players:** 4 - 20

#### Instructions

1. Form 2 teams, teams send a representative to sit up front.
2. Team A representative sits in front of the group and places a card on their forehead with the image facing their team without the representative seeing the animal.
3. Team A representative asks YES or NO questions and the team can answer YES or NO only. Team A has 2 minutes to help their representative guess what animal they are. Team B must quietly wait their turn. If representative A runs out of time they do not get a point.  
Example questions by representatives:  
*Do I have 4 legs? Yes*  
*Do I have claws? No*  
*Do I have a furry tail? No*  
*Do I eat fruits and plants? Yes*  
*Am I the biggest animal in the forest? Yes*  
*Am I an elephant? Yes*
4. The team that gets all the animals correct wins. Teams pick an animal to present to the larger group.

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## CLASSROOM ACTIVITIES BASED ON RIMBA

### MAKE YOUR VERSION OF RIMBA

Using the templated provided facilitate students to search for local animals in your country. Select 5 – 10 animals they want to feature in the game cards. Pick black and white pictures or draw them. Students go on to research each animal online, get 3 – 5 facts and verify the information by contacting the local zoo or conservation NGO. Go to the IUCN page to identify the IUCN rank for the animal and make the information card. Students should work in teams.

### FRUIT TREES FOR URBAN WILDLIFE

Identify a park near by and observe the type of wildlife in the area. Birds, shrews, squirrels, monitor lizards and even macaques are common in most parks here in Malaysia.

Students discuss what types of diets these animals have and identify fruit trees would help the frugivores, insectivores and herbivores.

If it is fruiting season in your country students can pledge to save seeds of local fruits for planting. Here in Malaysia many students save Rambutan and Papaya seeds for planting in the wild areas of the park. Seeds are sowed and raised at home until they grow up 1 foot tall before transplanting. Sometimes we even plant Banana saplings too.

When planting in an urban green space or park always contact the local authorities. They are usually very encouraging of efforts by the community.

## DOCUMENTS / ATTACHMENTS

Colored card png files

<https://drive.google.com/drive/folders/1t-VuxHouMwn2V2tmOgnNLSccY71pn7d?usp=sharing>

EducaPlay

<https://www.educaplay.com>

To view "How to play" videos

<https://www.youtube.com/playlist?list=PLvcBY0I5Qfg3NmGQwMpBjpn3Qp--40jyD>

## REFERENCES

SDG targets

<https://sdg-tracker.org/biodiversity>

IUCN Red List of Threatened

<https://www.iucnredlist.org>

EducaPlay

<https://www.educaplay.com>