

Australia's National Priority Plant Pests (2024) playing cards

Cards developed by Carol Quashie-Williams, MSc (Entomology), DIC FRES, STEM Professionals in Schools, Assistant Director, Department of Agriculture, Fisheries and Forestry Email: Carol.Quashie-Williams@aff.gov.au

This STEM (Science, Technology, Engineering and Maths) Professionals in Schools project could not have been achieved without the support of the staff of the Plant Health Policy Branch, Plant Protection and Environmental Biosecurity Division and commitment from Farrer and Mawson Primary Schools 2019 students and teachers, Ms Kate Elliot (Farrer Primary School) and Mrs Kathryn Glanville (Namadgi Primary School, ex-Mawson).

Main sources of references

- National Priority Plant Pests (2024) <u>https://www.agriculture.gov.au/biosecurity-trade/pests-diseases-weeds/plant/national-priority-plant-pests</u>
 - Plant pests and diseases <u>https://www.agriculture.gov.au/pests-diseases-weeds/plant</u>
 - Bugwood https://www.insectimages.org/index.cfm
 - CABI Invasive Species Compendium https://www.cabi.org/ISC

OFFICIAL

OFFICIAL

Printing instructions

Print single-sided on A4 paper or card 200-300 gsm:

- 1. Pages 3-10 playing card fronts (8 pages)
- 2. Page 11 playing card backs (1 page)
 - copy onto the backs of play cards
- 3. Page 12 playing card box template (1 page)
- 4. Page 13 NPPP game instructions (1 page)



















Australia's National Priority Plant Pests 2024



Australia's National Priority Plant Pests 2024



Australia's National Priority Plant Pests 2024



Australia's National Priority Plant Pests 2024



Australia's National Priority Plant Pests 2024



Australia's National Priority Plant Pests 2024



Australia's National Priority Plant Pests 2024



Australia's National Priority Plant Pests 2024

Australia's National Priority Plant Pests 2024

Australia is lucky to be free from many of the world's most damaging plant pests. The National Priority Plant Pests (NPPP) can damage our natural environment, destroy our food production and agriculture industries, and some could change our way of life. These playing cards promote and raise awareness of Australia's National Priority Plant Pests.

The cards include information on the National Priority Plant Pests (NPPP) ratings (10 top are ranked only), the most important being No. 1 Xylella, plus information on the number of countries each pest is found in and the number of plant hosts the pest infests or feeds on.

INSTRUCTIONS - NPPP GAME 2-6 Players.

Shuffle and deal out all the cards, including the Jokers, face down to each player. Players turn over their top card. The dealer starts and selects a category of Rating, Countries or Hosts and reads out the number for the category. Each player reads out their number for the chosen category. (If two or more cards have the same category number, players turn over the next top card and the same category is chosen.) The winner of the hand is the player with the highest number OR the player with a Joker card (the Joker 'trumps' or beats the highest number). The winner then collects all the cards of the games. The player to the left of the dealer then turns over their top card and selects a category. Each player has a turn to select a category. The winner of the game is the player with the most cards



https: templates, /www.template.net /playing-card-box-template Shallower box Adapted from: design-templates /box-

INSTRUCTIONS National Priority Plant Pests (NPPP) 2024 Game

For 2-6 Players

- Shuffle and deal out all the cards, including the Jokers, face down to each player.
- Players turn over their top card.
- The dealer starts and selects a category of Rating, Countries or Hosts and reads out the number for the category.
- Each player reads out their number for the chosen category. (If two or more cards have the same category number, players turn over the next top card and the same category is chosen.)
- The winner of the hand is the player with the highest number OR the player with a Joker card (the Joker 'trumps' or beats the highest number).
- The winner then collects all the cards of the games.
- The player to the left of the dealer then turns over their top card and selects a category.
- Each player has a turn to select a category.
- The winner of the game is the player with the most cards