

# -PREDATOR & PREY-

## **Equipment required:**

3 different coloured Poker chips ( We had 120 white, 60 blue and 30 red), a perm. marker

**Space:** Wide field, with many hiding spots.. Make sure to have clear boundaries.

Prep: Number white chips 1 through 4, number blue chips 1 through 2, red stay un numbered. Hide the chips as follows

Food 1 - Near man, represents garbage, or items that man has place for food.

Food 2, 3 & 4 Place near a tree or plant that can be uses by food.

Blue 1 & 2 near a source of water.

Red, place in different places that can be used as shelter by an animal.

## **How to play:**

Akela taught Mowgli about the law of the jungle, he explained about the delicate balance in the food chain. But that every creature in the jungle have a function..

Explain to all the cubs that to survive in the jungle, you need certain item, food (Green), water (blue) and shelter (red). Their mission is to find Food (1 through 4) Water (1 through 2) and 1 Shelter to win the game.

BUT, being an animal, is tough.. Some animals are predators that eat smaller animal called prey.

## **Split the pack as so:**

1/8 of your pack becomes predators

7/8 are prey ( I had 28 cubs, 23 prey, 5 predator) (Howlers make great Predators)

Prey run free and continuously looking for food , water and shelter.

Predators, also need food, water and shelter. BUT predators eat prey, so they can tag prey to catch them.

Once a prey is tagged they must give up their Food 1.

Prey will have to go back to the man camp to get a new white chip. Two Scouters will remain at the human camp, designated as a home base for any injured cubs.

To make things more interesting, 2 Scouters will become hunters.. They hunt prey, but they love the challenge of hunting predators. If they tag a predator, they get to take all their white #1 chips and if they do not have any white chips .. They must give up another coloured chip (ouch). And one Scouter will be disease, he or she can tag anyone (except hunters), and take whatever chip they want.

Game ends once a cub finds all their chips. Extra prize for a predator that has the most white #1 chips.

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## HUNTER

Can tag anyone and take how many Food 1 chips you want. If the "game" has no Food 1, the hunter can take any other chip.

## HUNTER

Can tag anyone and take how many Food 1 chips you want. If the "game" has no Food 1, the hunter can take any other chip.

## DISEASE

Can tag anyone (except hunters), and take whatever chip you want.

## HUNTER

Can tag anyone and take how many Food 1 chips you want. If the "game" has no Food 1, the hunter can take any other chip.

## POLLUTION

Can tag anyone (except hunters), takes one food of their choice and takes all your water.

## HUNTER

Can tag anyone and take how many Food 1 chips you want. If the "game" has no Food 1, the hunter can take any other chip.

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