

# Game: Predator/Prey

## Materials:

- Maps with locations of food, water, and shelter noted
- One whistle per group
- Bandanas (have kids bring their own, and have some extras)
- Tupperware boxes
- Red, blue, and green playing chips (can be pompoms, pipe cleaner strips, etc.)

## Procedure:

- Divide campers into four groups: Moths, Frogs, Raccoons, and Owls. There should be at least one counselor per group
- Each group wears a bandana as follows: Moths-in pocket, Frogs-around wrist, Raccoons- on upper arm, Owls- around head. All bandanas must be visible at all times
- All animal groups get a map, a whistle, and a list of how many food, water, shelter, and kills they need.
- Moths are the bottom of the food chain, Frogs eat moths, Raccoons eat Moths and Frogs, Owls eat EVERYONE, except other Owls...no cannibalism.
- Groups must stay together and search for food, water, and shelter around the space according to the map. Food, water, and shelter are the playing chips (or whatever else you have chosen them to be). Food is red, water is blue, and shelter is green. Everyone in the group must touch the box before the group can collect a chip, and everyone must walk unless they are being attacked.
- While everyone is collecting food, water, and shelter, if a predator group finds one of their prey groups their counselor can blow their whistle. Each uneaten member of the group will pair up

with a member of the other group and play one round of "rock paper scissors" if the predator wins, then the prey is eaten, and must hide their bandana. If the prey wins, then he or she survives to continue playing, and nothing happens to the predator. Once "rock paper scissors" is over, regroup and continue on.

- A group cannot attack the same group twice in a row. Groups must collect food, water, and shelter from all boxes before going back to a box they've been to already.
- The game will end by a lead counselor making a radio call.

#### Wrap Up:

- Ask campers to stand if they started out as a Moth, then have them stay standing if they ended up as a Moth. Do that for all the food groups.
- Ask if any group got all their food, water, shelter, and kills.
- What causes animals to run out of resources? What made it easier to hide from predators/catch prey? Who survived an attack and why?



# Game: Predator/Prey Wild Kratts Style!

## Materials:

- Maps with locations of Creature Powers noted
- One whistle per group
- Bandanas (have kids bring their own, and have some extras)
- Tupperware boxes
- Creature Power Cd's

## Procedure:

- Divide campers into groups: Predators and Prey. There should be at least one counselor per group.
- Each group wears a bandana as follows: Prey on wrist, Predators around their heads. All bandanas must be visible at all times
- All animal groups get a map and a whistle
- Prey can be eaten by predators, predators can attack other predator groups for "territory", and prey can attack other prey for "territory".
- Groups must stay together and search for Creature Powers around the space according to the map. Creature Powers can be offensive or defensive. Everyone in the group must touch the box before the group can collect a Creature Power, and everyone must walk at all times.
- While everyone is collecting Creature Powers, if a group finds another group they will "battle". Groups must use their Creature Powers to attack and defend. Predators attack first, and Prey must use their Creature Powers to defend the attack. Counselors will determine who wins the encounter. If the groups have multiple Creature Powers, they can go back and forth multiple times.

- If two Predator groups are battling or two Prey groups are battling, the group that saw the other group first is the first to attack.
- Winners of the encounter get to take **one** Creature Power from the losing team.
- A group cannot attack the same group twice in a row.
- The game will end by a lead counselor making a radio call.

