

## GAME: WOLVES AND TERRITORIES

### Items needed:

1. Approximatel 100 marked "pebbles" mixed in with several hundred unmarked pebbles. (e.g., blue stones = deer worth two points, green/moose worth five points)
2. Strings of varying lengths. The actual length of the strings will depend upon the size of the yard or area in which the game will be played. Strings will be used to mark off the radius of the territories.
3. Colored chalk to mark off the established territories; a different color for each group.

Before the game begins the teacher scatters the pebbles (or similar markers) randomly around the school yard, not evenly but allowing some areas to have more pebbles and other areas less. These pebbles or markers that are marked are the "prey". Students will have to search for the marked pebbles, "the prey" amongst the unmarked pebbles which are not "food".

### Procedure:

Divide the class into wolf packs, five or six per pack depending on class size. Packs can be uneven in number to simulate some packs having a better chance, but having all packs made up of equal numbers gives each student group an even chance to win (rather than have two students overwhelmed by larger groups).

Each group chooses a team leader, the alpha wolf.

All gather in the center of the game area.

On the word "go", each leader/alpha dashes out to find the first marked pebble. Other team members do not help. They will wait while the alpha gains a "territory".

When the leader finds a marked pebble, he returns to the teacher and chooses a string that has a chalk tied to it. (The longest string will be able to draw the largest radius, and give his team the largest territory.)

The team takes the string to any area and from the center holds the string and marks the radius (a circle) with the chalk. This chalk line will be the limits of their territory.

Each pack will gain, and mark their territory in the same manner. Territories will be adjacent to each other.

Each team will then search for all the marked pebbles in their territory.

Procedure cont.:

Teams may attempt to steal marked stones from the other team's territories BUT the defending team may "attack" the intruders by touching them. When touched, an intruder is out of the game.

The team, or "pack", that collects the most marked pebbles or "prey", will be declared the most successful pack. At least a "breeding pair" should be left to be declared a successful pack; i.e., if all pack members but one are "wiped out", the pack should not be considered "successful."

Variations:

A student may try out the role of a "lone wolf" and see how easy or hard it is for him to avoid the packs and still collect pebbles in the neutral zone. Teachers may incorporate "howling" into game; see howling background chapter for ideas. If the teacher wishes, territories may overlap, but overlap areas cannot be used by more than one team at a time. The teacher may add some specially marked pebbles to be "moose," larger prey worth more points.

DISCUSSION:

This game should aid students in understanding how wolves use and defend territories. They should see how by working together they can survive to be a succesful pack.

Questions:

How did you help your team find marked pebbles, did you discover a technique, group system to achieve this?

How could you help protect your pack members?

How could you help protect your territory?

If you played again, what would you do to perhaps become better hunters?

How would you like to have a territory and have to hunt every day for your food?

Game modified from "Guard the Yard", Environmental Studies, Toronto Board of Education.

