The Adventure:

Play the classic predator-prey game to learn about the food chain in nature.

- The game will work best with 15-30 players. Play in a forested area with clear boundaries.
- Divide yourselves into groups of herbivores (plant eaters, like deer and moose), omnivores (plant and meat eaters, like bears and raccoons), and carnivores (meat eaters, like wolves and cougars). 60% of the players should be herbivores, 30% should be omnivores, and 10% should be carnivores. Each group will wear a different colour of bib or necker.
- A variation of the game can allow for a few players to play the roles of natural disaster, disease and the Human. There should only be one of each of these players, and they should be clearly indicated with their own bibs or neckers.
- Herbivores are issued nine “lives” (chips), omnivores get six lives and carnivores get three lives. Herbivores get to run and hide first, then omnivores get to start and finally carnivores. Allow a few minutes between each group.
- Omnivores can tag herbivores to take one life chip, and carnivores can tag both herbivores and omnivores to take life chips (one chip per tag).
- Herbivores and omnivores must seek out “food” stations (food, shelter and water) and collect one life chip per visit.
- Disease and natural disaster can tag anybody (including carnivores) to claim one life chip (disease) or two (natural disaster). These roles should be introduced later in the game. These players may be herbivores who have been eliminated.
- The Human is introduced last. This person can “hunt” with a balled sock, and can take all the lives of any prey he or she hits.
- Play for a predetermined period of time.

There are many variations on these rules. Remember to review the game to make it even better the next time you play!

Online Resources:

- Survival Game
- Predator/Prey overview
- Wolves Hunting Buffalo
- What do Black Bears Eat?

Safety Note:

- How can you ensure nobody gets lost?
- What safety equipment should you have for this game?

Plan:

- When and where will you play?
- Who will you play with? Will you invite a neighbouring Pack?
- Who will teach the game? Who will run the game (including setting up the food stations)?
- What gear do you need for this game?

Do:

- Teach (or learn) the rules.
- Play the game!

Review:

- What do you know now that you did not know before?
- How did the game go? What signs were there that people were or were not having fun?
- What were some of the highlights?
- How did you feel during the game?
- What would you do differently in the future?