

Winter Wildlife Game

APPENDIX



Alberta



Alberta Parks

Animal Description Cards

Glue this information to one side of the card

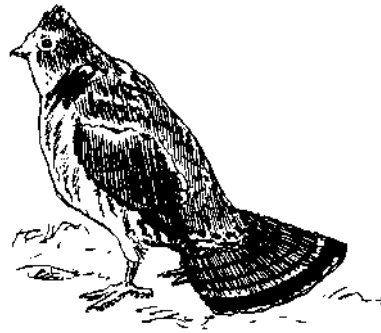
Glue this picture to the other side of the card



RUFFED GROUSE

In winter you...

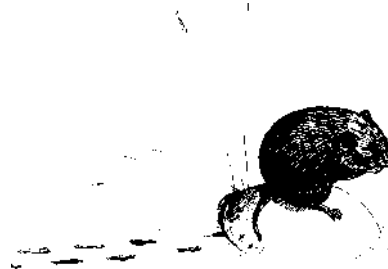
- Eat buds and seeds
- Have thick, downy feathers to keep you warm
- Use your *scaly* toes (like snowshoes) to travel over deep snowdrifts
- Cover yourself with snow to stay warm and hide from your enemies



VOLE

In winter you...

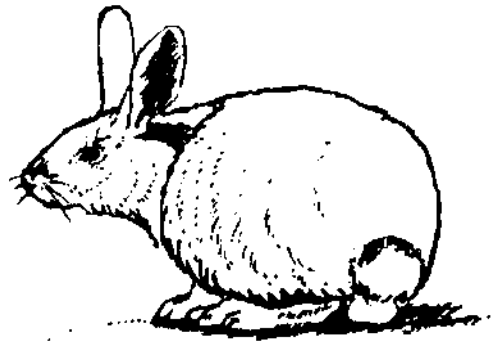
- Keep warm by traveling through tunnels you have built under the snow
- Protect your food by hiding it in these tunnels
- Must be careful if any layer seals the air holes to your tunnel, or if the snow melts
- Must beware of hungry coyotes



SNOWSHOE HARE

In winter you...

- Stand on top of deep snow to eat twigs and buds
- Burrow into the snow to keep warm during the cold weather
- Have a thick, white coat which blends in with the snow and hides you from your enemies
- Use your large, furry hind feet to move easily on top of the snow



Animal Description Cards

Glue this information to one side of the card

Glue this picture to the other side of the card



LYNX

In winter you...

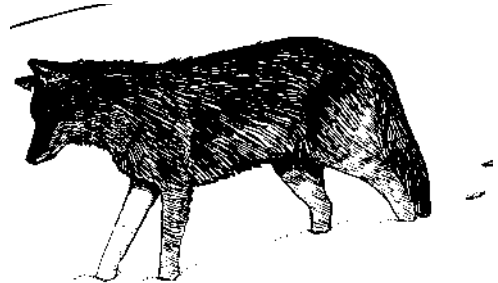
- Have a thick, warm coat which keeps you warm
- Use your snowshoe-like feet to walk on top of the snow
- Ambush your prey or stalk it slowly and silently
- Hunt for your favourite food, the snowshoe hare



COYOTE

In winter you...

- Eat almost anything, from rotten meat to berries
- Eat your favourite food; voles and mice, which are often hidden by the snow
- Are a clever hunter and wait to trap these animals by their air holes
- Keep warm with your thick fur coat
- Have trouble moving through deep snow but can easily walk on top of crusty snow



GREAT HORNED OWL

In winter you...

- Use your sharp eyesight and hearing to hunt your favourite food, the snowshoe hare
- Sit in tree branches until you hear or see something. Then using your fringed feathers, you silently fly in for the attack
- Use your strong claws and sharp bill for meat-eating



Winter Condition Cards

Cut the cards so that each animal has #1, #2, #3 and #4 mounted on separate cards.



<p>#1 RUFFED GROUSE -2 ○</p> <p>Very Cold Temperatures</p>	<p>#3 RUFFED GROUSE +1 ○</p> <p>Chinook (complete melting of snow)</p>
<p>#2 RUFFED GROUSE -2 ○</p> <p>Thaw followed by freeze (thick ice cover)</p>	<p>#4 RUFFED GROUSE +2 ○</p> <p>Deep Snowfall</p>
<p>#1 VOLE 0 ○</p> <p>Very Cold Temperatures</p>	<p>#3 VOLE -2 ○</p> <p>Chinook (complete melting of snow)</p>
<p>#2 VOLE -1 ○</p> <p>Thaw followed by freeze (thick ice cover)</p>	<p>#4 VOLE +2 ○</p> <p>Deep Snowfall</p>
<p>#1 SNOWSHOE HARE -2 ○</p> <p>Very Cold Temperatures</p>	<p>#3 SNOWSHOE HARE -2 ○</p> <p>Chinook (complete melting of snow)</p>
<p>#2 SNOWSHOE HARE -1 ○</p> <p>Thaw followed by freeze (thick ice cover)</p>	<p>#4 SNOWSHOE HARE +2 ○</p> <p>Deep Snowfall</p>



Background Information for Winter Condition Cards

CARD #1 VERY COLD TEMPERATURES

RUFFED GROUSE Score: -2
You need more food to keep your body temperature up.

SNOWSHOE HARE Score: -2
Your snowshoe-like hind feet allow you to move easily on top of the snow; however, you have to find more food than usual because of the intense cold.

VOLE Score: 0
The snow cover acts like an insulating blanket and protects you from the intense cold on the surface.

LYNX Score: -2
During cold spells you cannot rest as much during the day, because your energy stores are used up faster. This is a hard time for you.

COYOTE Score: -2
During cold spells you cannot rest as much during the day, because your energy stores are used up faster. This is a hard time for you.

GREAT-HORNED OWL Score: -2
During cold spells you cannot rest as much during the day, because your energy stores are used up faster. This is a hard time for you.

CARD #2 THAW FOLLOWED BY FREEZE (THICK ICE COVER).

RUFFED GROUSE Score: -2
Ice cover is too thick to plough into the snow at night. Other grouse have broken their necks trying. Now you must roost in a tree huddled together for warmth. You will lose precious energy in trying to keep warm and you are also vulnerable to predators.

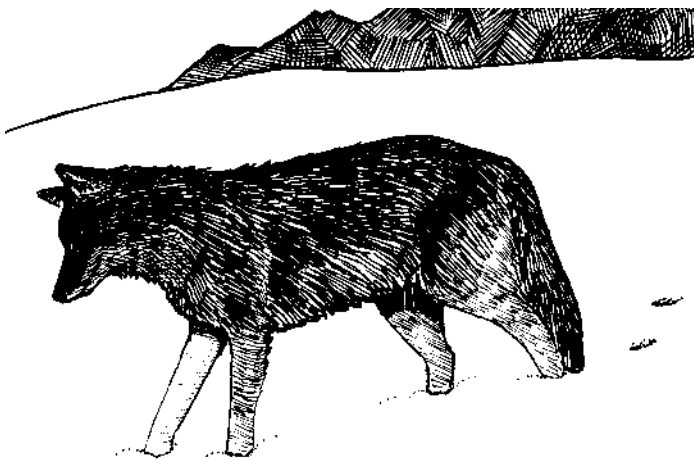
SNOWSHOE HARE Score: -1
Lower snow levels give you less access to fresh food and force you to more open areas, exposing you to danger. More predators, besides lynx can now travel on top of the snow and chase you.

VOLE Score: -1
Thick ice cover means that less oxygen gets into the snow tunnels. To avoid carbon dioxide buildup, you must dig to the surface and make air holes. Often predators will discover these holes and lie in wait for you.

LYNX Score: 0
The slippery ice makes travel awkward; otherwise, you are not greatly affected.

COYOTE Score: +1
Although mice and voles are still under the snow, you know that they must now make air vents to allow oxygen into their tunnels. Being very clever, you lie in wait for them to appear at the surface, then nab them! Your light weight allows you to travel above the snow now, which means that you can prey on many different kinds of animals, including deer in their weakened state.

GREAT-HORNED OWL Score: +1
You can easily find the breathing holes made by mice and voles who must come to the surface for fresh air and patiently wait from a nearby branch. Hare and grouse find this kind of snow condition awkward, making them easier prey.



CARD #3 CHINOOK (COMPLETE MELTING OF SNOW).

RUFFED GROUSE Score: +1
You're not greatly affected, providing there isn't a sudden drop in temperature. Your earthy colours offer some protection from hungry predators. Foraging for food is fairly easy since it isn't covered by snow.

SNOWSHOE HARE Score: -2
No snow means more exposure. Now your white coat is a disadvantage as it can be easily seen by predators against the brown underbrush. The best areas have been eaten over and you must search for food in open places.

VOLE Score: -2
Snow gives you protection from both enemies and the cold; now you have neither.

LYNX Score: +1
You're well built to travel quietly on snow or bare ground. The white coat of the snowshoe hare makes it easy to see against the brown underbrush. Your diet becomes more varied due to the exposed populations of mice and voles which previously hid underneath the snow.

COYOTE Score: +2
With the snow gone you can move about freely, a variety of food is available, especially exposed populations of mice and voles. As well, you will eat just about anything that you come across, including vegetation and rotting meat.

GREAT-HORNED OWL Score: +2
Your prey can now be more easily seen and heard, especially large numbers of mice and voles which can no longer hide underneath the snow.



CARD #4 DEEP SNOWFALL

RUFFED GROUSE Score: +2
You can travel on top of the snow cover because of your scalelike feet which act as snowshoes. At night you dive into a snowbank for insulation from the cold and protection from your enemies.

SNOWSHOE HARE Score: +2
Your snowshoe-like hind feet allow you to move easily on top of the snow. Your white fur coat blends in with the snow and makes you more difficult to see. You can burrow into the snow at night or during cold snaps for protection. The high snow lets you reach twigs and buds that you weren't able to reach before.

VOLE Score: +2
The snow cover gives you great protection. You spend most of your time travelling about in the under-snow tunnels you and others of your kind have built. Food is stored here and the snow acts as a good insulator.

LYNX Score: +1
Your furred, snowshoe-like paws allow you to move easily on top of the fresh snow cover. Your main source of food is the snowshoe hare which also travels above the snow and will give you quite a run for your money! You solve this problem by making surprise ambush attacks.

COYOTE Score: -2
The soft, deep snow makes it very difficult for you with your thin legs to get around. You are forced to follow game trails and just hope you are lucky in finding an abandoned kill or an injured animal. Your favourite food, mice and voles, are well protected under the snow cover. Old carcasses are also buried under snow.

GREAT-HORNED OWL Score: 0
The thick snow cover offers good protection to your prey. Mice and voles mostly travel under the snow at this time. Snowshoe hare, your favourite food, is difficult to see against the snow with its white coat. You rely on your keen sight for hunting. Most of your hunting is during the night when many of the forest animals have taken shelter, but your hearing makes you an exceptional hunter.

WINTER WILDLIFE GAME RULES

The Winter Wildlife Game will be played in four rounds, each of which is signalled by a single whistle blast. **One whistle blast** means students stop and read the first Winter Condition Card (#1). The main Game Warden will shout "Winter Condition #1!", and all the students, when they hear this, have to shout "Winter Condition #1!". **Another single whistle blast** means to resume the game. During these pauses, players will make additions or subtractions of Food Cards from the kits as dictated by their Winter Condition Card.

The game will end with a series of repeated whistle blasts, indicating that everyone must return to the starting point.

PREY (HERBIVORES)

- Enter the playing area first
- Start the game with three green Food Cards
- To survive the winter, must gather one Food Card from each of the ten food stations
- Avoid the predators, as herbivores may be tagged at any time
- Food stations are *not* safe areas. Predators may tag herbivores as Food Cards are being removed from the food stations.

PREDATORS (CARNIVORES)

- Enter the playing area 2-3 minutes after the herbivores
- Start the game with one Food Card
- Chase and tag the herbivores, who must then give one Food Card to the predator
- Cannot catch the same animal twice consecutively; another herbivore must be caught in between.

GAME WARDENS

- The warden's role should be assumed by an adult. The Game wardens patrol the boundaries of the game, ensuring that students stay in the game area. If a player runs out of Food Cards during the game, the animal *dies* and joins the Game Warden as a junior referee. Duties will include *policing* the action by watching to see that only one Food Card is removed from each food station, to make sure predators do not attack the same herbivore two times consecutively, and to help with the calculations involved in adding and subtracting Food Cards. The Game Warden also offers protection against all predators during the game. Players may ask the Game Warden questions during a rest break of up to 30 seconds and remain safe during that time: the Game Warden can also reward animals with food cards if a good question is asked.

HUMAN

- The human is introduced during the fourth round. The arrival of the human will be announced when the teacher calls out, "Here comes the human!" The human enters the play approximately 5 minutes before the end of the game, wearing a hat. The human is able to claim or give Food Cards simply by pointing at any animal and calling their name; the human does not have to tag.