Hunting Cat Game

Lesson Outline:

Students use prior knowledge of the predatory impacts of cats on Australian wildlife, through a fun and interactive game.

Desired Understandings:

Students will be able to identify different species of animals under threat due to the predatory impacts of roaming cats.

Resources:

Native Animal Cards

Objective:

Each player is trying to make as many pairs as possible. The player left holding the last single card – the "Hunting Cat" – loses the game.

Suitable Age Level:

Year 3-6

Other AMRRIC learning resources to complement this lesson include:

Felt Cat Where does it belong? House or Bush/Sea Felt Cat Breeding Mat

<u>Game</u>

This game is a take on the old fashioned game of Old Maid. The purpose of this game is to have as many matching native animal pairs as possible, and not be left with the Hunting Cat card. The player who ends up with the Hunting Cat card loses the game, as the Hunting Cat kills all the native animals that the player has collect as pairs during the course of the game.

- Divide students into groups of 2 or 4 depending on class size. Have each group sit in a circle, facing the centre.
- Each group has one pack of Hungry Cat playing cards.
- Select one student to be the card dealer. All cards in the deck are to be dealt face down, evenly among the group.
- Each student picks up their pile of cards and pulls out any matching pairs they have, leaving them face up in front of them on the table or floor.
- The remaining cards in their hand will be non-matching single cards only.



- Starting with the dealer, each player takes turn fanning their remaining card pile, so that the player to their left can draw one card. The players must ensure that the pictures on the cards remain hidden from their opponents during selection.
- Each player adds the selected card to their own hand. If it makes a pair in their hand, they discard the pair, face up, in front of them. Note; each player will have their own pile of matching cards.
- If the selected card does not make a pair, the player retains the new card in their hand.
- The player who just selected a card then offers their hand to the next player to the left and so on.
- Play continues around the circle. As players make pairs in their hands, they remove them, placing them upwards onto their pile.
- The last card in the game will end up being the Hunting Cat, which cannot make a pair.
- The individual who ends up with the Hunting Cat in their hand has lost the game.
- Explain to the students that the Hunting Cat will kill any pairs they collected during the course of the game.
- The winner of the game is the person who has no remaining cards in their hand and has the most native animal pairs.
- Players can play as many rounds of the game as they wish.













