

Games

- ❖ **Dogs' needs relay race**
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- ❖ **Doggy Doggy where's your bone?**

Dogs' needs relay race

- Form two groups
- Set up a mascot dog (picture, soft toy, or cut out dog) for each group.
- Thirty metres away from the mascot dogs, have a pile of dogs' needs, for example:
 - dog food bowl
 - dog water bowl
 - a cup
 - a bucket full of water
 - a bucket full of dog food
 - a dog blanket
 - a bag of treats
 - a leash or ball or frisbee
 - a dog shampoo bottle and/or worm tablets
- Each member of the team needs to run an item up to the mascot dog. Every item must end up at the mascot dog, but each person can only carry one, and only one person can run at a time. The food and water bowls need to be filled up via the cup ferrying food and water from the buckets. Lastly, the whole team must run to their dog (family!).
- First team to get to the all their dog's needs fulfilled wins!

Game courtesy of Deb Bisa and Maningrida School, NT.

Doggy Doggy don't eat me

- One person plays the Doggy and the rest of the group tries to get close to him/her.
- At the start, everyone lines up about 20 metres away from the Doggy. The Doggy uses his/her body and voice to show the others that she is happy (smiling, wagging tail, panting); angry (wrinkled nose, showing teeth, growling); or scared (cringing, flat ears, whimpering, worried eyes). Only when the Doggy is happy can the others move towards him/her. Otherwise they have to be calm and quiet, and not stare at the Doggy.
- If anyone goes towards the Doggy when scared or angry, or runs towards the Doggy at any time, the Doggy can chase the person away and the person is then 'out' of the game.
- The others can try to make the Doggy happy by saying nice things, making jokes to make him laugh, offering things dogs like (food, games, etc.)

- The first person to get close enough to the Doggy to pat him/her wins and becomes the next Doggy.

This game emphasises dog body language and the appropriate body language response from the students. It also makes being nice to the Doggy a strategy for winning the game, reinforcing the message of kindness to animals.

Dog Catcher

- Begin the game by choosing the Dog Catcher. A circle is drawn on the ground. While the Dog Catcher counts to ten everyone else (the dogs) run and hide.
- Then the Dog Catcher goes around looking for them. When found, the dog must go and stand in the circle.
- As the Dog Catcher begins searching for the other dogs, the dog in the circle can howl. When he howls, all the other dogs must howl, and then the dog in the circle can try to run and hide again. But if he is caught a second time, he has to help the Dog Catcher.
- The game ends when all the dogs are caught, and the last dog caught becomes the new Dog Catcher.

This game shows the difficulties of catching dogs as a single person, a problem in many dog programs, and how much easier it is when everyone helps.

Mother Dog

- Choose someone to be Mother Dog.
- Have Mother Dog sit with her back to the other players at least 3 metres away.
- Put an object (e.g. a stuffed animal, a picture of a puppy) behind Mother Dog and have her pretend it is her puppy.
- Have the other players take turns sneaking up behind Mother Dog and trying to steal the 'pup'.
- If Mother Dog hears the person sneaking up she can bark angrily and then turn around. If Mother Dog has caught a player the player takes Mother Dog's place. If there is no player when Mother Dog roars she remains Mother Dog and the game starts again.

The purpose of this game is not for students to practice stealing pups, but rather to have them empathise with the mother – see that this makes her angry, and feel the tension when someone is sneaking up on her to steal her pup. Teachers should emphasise these aspects at the end of the game.

Doggy Doggy where's your bone?

- Choose someone to be the Doggy.
- He or she sits in a chair with her back to the class.
- An eraser or another object is put under the chair. This is the bone.
- While the Doggy is turned around with his or her eyes closed someone sneaks up and steals the bone and hides it somewhere on his person.
- Then everyone sings: *"Doggy, Doggy, where's your bone? Somebody's stole it from your home. Guess who it might be."*
- The Doggy has three chances to guess who took it.
- Sometimes the 'bone' is left under the chair. If the Doggy guesses right, then he gets to do it again. If he guesses wrongly then the person who had the bone gets a turn as the Doggy.

The purpose is similar to that of Mother Dog, but the emphasis here is not on hearing the thief approach, but on guessing who took the 'bone'.

Game courtesy of Sarah Starkey and Nirrumbuk Aboriginal Corporation, WA.

Go to <http://www.gameskidsplay.net/Default.htm> for more ideas on games to reinforce these ideas.