

Dog Games

Dog Catcher

Begin the game by choosing someone who will be the 'Dog Catcher'. Everyone else in the game becomes a 'dog'. Draw a circle around the Dog Catcher on the ground.

While the Dog Catcher counts to 10 in the circle, everyone else (the dogs) runs and hides.

The Dog Catcher then goes around looking for all the dogs. When found, each 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 out. When they howl, all the other dogs must howl, and then the dog in the circle can try to run and hide again. But if they are caught a second time, they then become a Dog Catcher.

The Game ends when all the dogs are caught, and the last dog caught becomes the Dog Catcher for the next game.

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.

Dog Games

Doggy Doggy Where's Your Family Gone

Have the class sit in a large circle. Choose one person to be the 'Doggy'.

The Doggy places a picture of a dog and its family on their back, in the middle. The Doggy can ask another student for help with the placement of the picture. The Doggy must sit on their knees in the middle of the circle and fold their arms over their head, placing them onto the floor.

While the Doggy is in position with their head down and eyes covered, someone from the circle is chosen to sneak up and steal the picture off the Doggy's back.

This person must sit back in their spot in the circle as quietly as possible and hide the picture behind their back.

Everyone in the circle then sings " Doggy, Doggy, where's your family gone? Have they left you on your own? Wake up Doggy, wake up now!"

Doggy then sits up and has to guess where their family is. Doggy has three chances to guess who has the picture.

If Doggy chooses the right person, they remain as Doggy. If Doggy does not choose the right person, the teacher chooses a new Doggy for the next game.

This game shows the importance of a dog having a family to love and care for them. It also helps students understand and empathise with the dog and how they must feel being left alone

Dog Games

Mother Dog

Choose someone to be the Mother Dog. Have the Mother Dog sit with their back to the other players, at least 3 metres away.

Put a stuffed dog toy or picture of a puppy behind the Mother Dog and have the Mother Dog pretend it is her puppy.

Have the other players take turns sneaking up behind the Mother Dog. The aim is for the players to try to steal the pup from behind the Mother Dog.

If the Mother Dog hears the person sneaking up she can quickly turn around and bark angrily. If the Mother Dog has caught a player moving when she turns around, they go back to where they started. Mother Dog then turns around again so she cannot see the players, and the next player has a turn at trying to steal the pup.

The game ends when someone manages to steal the pup. That player then becomes the Mother Dog for the next game.

The aim of the game is for the students to empathise with the Mother Dog. It is important that this is emphasised at the end of each game by discussing how the 'Mother Dogs' felt when they thought their pup would be taken.

Dog Games

Max's Needs

Use a toy dog 'Max' and place it in the centre of the room. Have a bag filled with resources which Max needs to stay happy and healthy. This bag is called the Dog Needs Bag.

In the bag you will have a ball, blanket, picture of family, water bottle, and an empty packet of food and medicine.

Tip - Can substitute the physical items for flash cards with pictorial representations on these items

Hide all of Max's resources from the bag around the room without the students watching you.

Explain to the students that Max is feeling very sad and upset. He has no shelter, no water, no food, no medicine and no family to love and care for him. To make sure Max is happy and healthy, everyone must help find all of Max's things and bring them back to him.

Set a time for 2 minutes. The students have to find all of Max's resources in this time; otherwise, Max will be sad.

If the student's have managed to get all of Max's items back to him in the allocated time, play another round of the game and shorten the time to 1 minute.

This game helps students to memorise the basic needs of our dogs and the importance of having these resources for them to be happy and healthy.

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Dogs Needs Relay Race

Separate the class into two groups and have them stand opposite each other on the end of a basketball court on a line.

Set up the relay race by placing a toy dog in front of each group on the centre line of the court, with a food bowl and water bowl.

.Next to each group place the following items.

- bucket full of water
- bucket half full of dry dog food
- tennis ball
- blanket
- empty medicine packet
- plastic cup (this is used to carry the food and water)

The first student in line for each group takes a scoop of dog food from the bucket with the plastic cup and has to run this up to the empty food bowl next to their dog. They then run back to their group and tag the next person in line. This is repeated until the food bowl is full.

When the food bowl is full the students must start filling the water bowl. They must scoop the water in their cup and run it down to their dog's water bowl, then run back to their group and tag the next person in line. This is repeated until the water bowl is full.

The next student in line then delivers one of the other items to the dog eg the blanket, and places it next to their dog. This is repeated for each of the remaining items (blanket, picture, medicine)

When the last item is placed next to their dog, this student must run back to tag their whole group. The whole group then runs down and stand next to their dog. This is the dog's family. The first group to finish giving their dog all of the items, wins!

Students learn the resources required to keep dogs happy and healthy.