

AMRRIC Education

Hunting Cat

Game

2022



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Overview

Duration: 30 mins

Year level: Years 3-6

Required Resources

- Native Animal Cards (supplied in appendix)
- Scissors
- Laminator

Pre-requisite Knowledge (optional)

Before engaging with this game, it is recommended that students understand the predatory impacts of cats on Australian native wildlife. Students should understand that if their cats are not fed and left outside at night, they will hunt native animals and kill them for food. The following AMRRIC-developed lessons look closely at the predatory impacts of cats in Australia:

- Felt Cat- Lesson plan
- Cat Breeding Mat- Lesson plan

Learning Intention (WALT)

The following game aims to expand students' knowledge regarding the predatory impacts of cats on Australian native wildlife. Through a fun and interactive game, students can identify different species of animals under threat due to roaming cats and develop a deeper understanding of the importance of keeping our cats well-fed and inside at night. If students have completed 'Felt Cat' or 'Cat Breeding Mat' before this lesson, this resource will act as a revision tool.

Game Instructions

This game is a take on 'Old Maid'- an old-fashioned card game where players collect cards, trying not to be left with the odd penalty card. In this version, the aim of the game is to have as many pairs of matching native animal cards as possible and not be left with the Hunting Cat card. The player who ends up with the Hunting Cat card loses, and the player with the highest number of matching pairs wins.

- Divide students into groups of 2 or 4 (depending on class size). Have each group sit in a circle, facing the centre.
- Give each group one pack of Hungry Cat playing cards.
- Ask one student in each group to be the dealer.
- All cards then need to be dealt evenly and face-down among the group.
- Once cards have been dealt, ask students to pick up their pile of cards and remove any matching pairs they may have. These pairs then need to be placed on the ground next to the player, face-up so their opponents can see them.
- The remaining cards in their hand should be non-matching, single cards only.
- Starting with the dealer, each player has a turn at fanning their remaining cards to the player on their ***left*** (this player should be looking at the ***back*** of their opponent's pile). The player on the left then draws ***one*** card from this pile and adds the selected card to their hand. If the new card makes a match, the player discards their new pair face-up, in front of them. If the selected card does not make a match, the new card is retained.
- The player who just selected a card then offers their hand to the player on ***their left***, and the above steps are repeated. REMEMBER: Each player should always be looking at the ***back*** (plain side) of their opponent's cards.
- Play continues until only the Hunting Cat card remains, as this card cannot make a pair.

- The player who ends up with the Hunting Cat card in their hand loses the game, as this card 'kills' any matching pairs the player has collected throughout each round (reiterating the threat that roaming cats pose to Australian native wildlife).
- The winner of the game is the player with the most matching pairs of native animal cards.



Appendix

Native Animal Cards (cut and laminate)









