

Predator Tower

Equipment: Look-out tower, binoculars, predator/prey cards and guide sheet, stopwatch, whistle

Special Instructions: There can be no pushing or other rough, hands-on behaviour on the platform. No jumping from any platform including the steps. Keep it safe for everyone.

Activity: Predators are on the lookout for prey so they can survive. Some prey are harder to catch than others because they are faster or have better hiding and camouflaging skills. Try to catch prey and bring them back to the tower.

1. Show all the predator and prey cards to the group as you meet at the tower platform (they get 45 seconds to look them over. Gather the cards and place them on a pile face down. Let each person take a card to determine what predator or prey they will be. **Don't tell anyone what prey name you have.**
2. **Explain the capturing rules below.**
3. When the supervisor gives a signal, the prey will have 1 minute to hide while the predators are waiting with their eyes closed and on their knees with their heads toward the center of the tower platform.
4. When the minute hiding time is up, the predators must search for prey by using the binoculars or just looking from the tower. When they see one of the prey, they can leave the tower and go to the prey. A list of the prey will be at the tower. The predators can always go back to the tower if they forget the exact correct name of the prey.

5. The prey must stay in their spot until the predator tags them and gets **one** guess as to what their full correct prey name is. If the predator guesses correctly, the prey must go with the predator to the tower and wait.
(A predator can go out again if he/she sees other prey. Prey must stay at the tower for a few minutes and then go hide again.)
6. If the predator does not guess correctly, the predator must close their eyes with hands over their eyes and count to 10 while the prey makes a run to hide again during the count. - The prey can only take as many steps as they have on their card to get away from the predator as they count to ten. The predator can then seek any prey.
7. The predator again goes to the prey to tag them and gets one guess as to what prey they are. Once the predator guesses correctly they both go back to the tower. Repeat #5 until the predator guesses the correct prey name.
8. The supervisor will give the following points (optional) to a predator when they return to the tower:
 - One point for a capture
 - Two bonus points for the capture if the prey listed on your predator card.
9. If all the prey are captured, repeat the game as time allows. Use the whistle to call in all prey and predators to end the game. See who got the most predator points (optional).
10. Have informal discussions with those on the tower: why are some prey able to get more steps away from the predator? Why is it an advantage for predators to go after certain prey?



Guide Sheet

Snapping Turtle
(Predator)

Northern Leopard
Frog (Prey)

Black Bear
(Predator)

White-tailed Deer
(Prey)

Bald Eagle
(Predator)

Eastern Cotton
Tail (Prey)

Canada Lynx
(Predator)

Meadow Vole
(Prey)

Great Horned Owl
(Predator)

Red Squirrel
(Prey)

Red Tailed Hawk
(Predator)

Red-sided Garter
Snake (Prey)

Predator/prey cards

Snapping Turtle
(Predator)

Black Bear
(Predator)

Bald Eagle
(Predator)

Canada Lynx
(Predator)

Great Horned Owl
(Predator)

Red Tailed Hawk
(Predator)

Red Squirrel
(Prey) 25 steps to escape

Meadow Vole
(Prey) 15 steps to escape

Red-sided Garter
Snake (Prey) 10 steps to escape

White-tailed Deer
(Prey) 35 steps to escape

Northern Leopard
Frog (Prey) 20 steps to escape

Eastern Cotton
Tail (Prey) 40 steps to escape