

## Chicken Coop Group's Educational Model

### **Chicken Coops**

Age: 3-8

**Build:** a large play space (suggested 4 square feet per player) and cones (1 cone per 5 players)

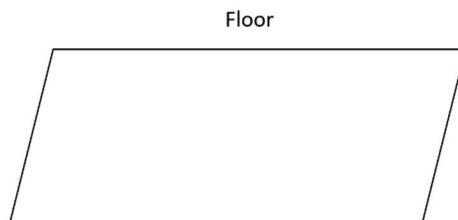
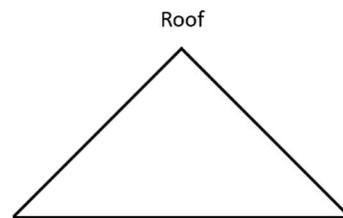
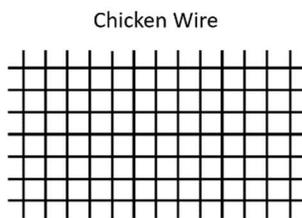
**Materials:** Cones, pieces of paper with pictures of a predator or adaptation

### **Rules:**

Startup Phase:

- Divide the children into two groups: chickens and predators
  - To start, we suggest 1 predator per 2 or 3 chickens
- Once initially divided, further divide both chickens and predators
  - Chickens will be given an adaptation. These adaptations should be written on paper and given out. Feel free to allow children to decorate their pieces of paper. Adaptations include:
    - Floors
    - Chicken wire
    - Roofing
    - None

### **Adaptations**



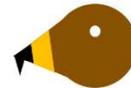
- Predators will be given a species. These species should be written on paper and given out. Feel free to allow children to decorate their pieces of paper. Predators are divided into:
  - Hawks
  - Raccoons
  - Foxes

## Predators

Raccoon



Falcon



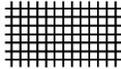
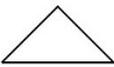
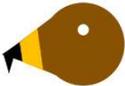
Fox



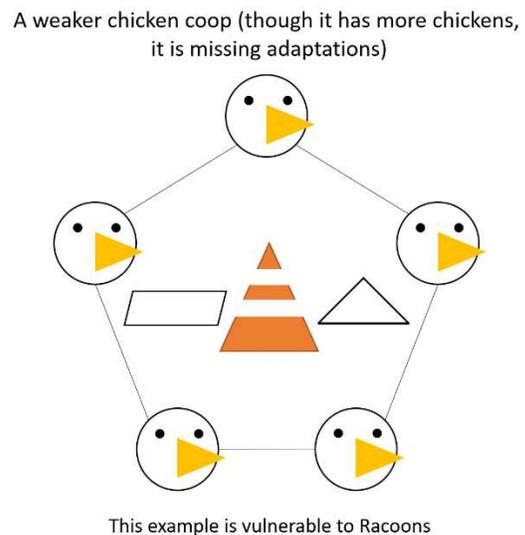
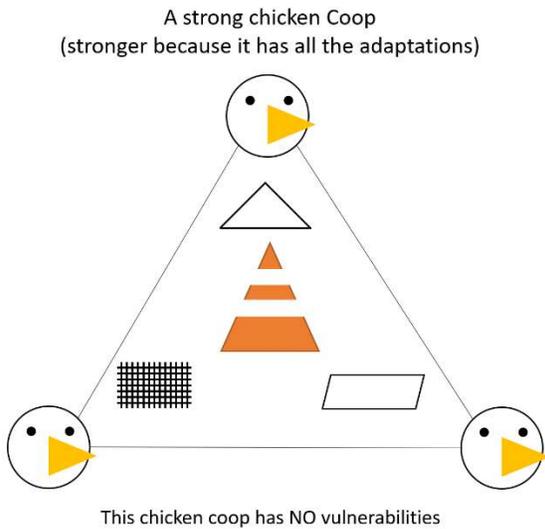
### Playing the round:

- Rounds last 1 minute
- The chickens get a 30-second head start
- Chickens want to find a group and build a coop
  - Each coop must be built at a cone
  - Chicken coops have an upper limit of 5
  - When players want to add another chicken into the coop, they must link hands and form a circle around the cone
- After predators wait for 30 seconds they can hunt chickens
  - To “eat” a chicken the predator must tag a chicken. The chicken will have to take off their adaption and sit out for the round. At the start of the next round, the former chicken will become whatever type the predator was who ate them as a chicken
    - A predator can eat any chickens who do not belong to a chicken coop
    - Predators can eat any chickens in a coop that isn’t protected against them
      - Foxes are protected against by a floor
      - Raccoons are protected against by wire fencing
      - Hawks are protected against by roofs

## Adaptations Vs. Predators

Chicken Wire	keeps out	Raccoon
		
Roof	keeps out	Falcon
		
Floor	keeps out	Fox
		

- Examples of chicken coops and who can attack them
  - With at least one roof, floor, and chicken wire: no predators can attack
  - With only wire: Foxes and Hawks can attack



- After the round is over
  - If any predator has not eaten in two rounds, they are taken out of the game
  - Redistribute the adaptations amongst the chickens
  - Turn any chickens eaten by a predator into the predator that ate them
- Repeat rounds until there are only chickens or predators left
  - If chickens are the only animals left, they win. If predators are the only ones left, they win

Between games:

We highly encourage the game master to be able to try changing certain variables of the game to help the kids understand what would happen if certain things would change. We encourage the game master to vary the ratio of chickens to predators, number of chicken coops allowed, what happens if you take out certain predators/adaptations.

Analysis Section:

After the game, we want to allow a time for students to be able to reflect on what they learned and how it applies to the real world. We suggest asking certain questions such as:

What made a coop safe?

What happened if we took a certain adaptation out?

If you are able have more chicken coops, do more chickens survive?

What happens when there are not enough chicken coops to house enough chickens?

Did predators or prey win more? Why?

What would happen in the future when the predators would win?

What would happen if chickens could make more chickens?

Do you think there are other foods to eat besides chickens in real life? If so what?