

Bear Hunt

The Game

Bear Hunt is a fun way to practice content. One person at a time becomes the bear and is challenged by the rest of the team – the hunters. Knowledge about the subject and a bit of luck are all the bear needs to make it safely to its cave.

For this game, questions are most suitable that have one right answer or several right answers. Create the questions and stick them onto the playing cards. You may write the answer/answers beneath the question to make sure the team knows the correct answers.

Players

The optimal number of players per board is four, but the game can be played with three or five.

Playing

The players read the instructions, ask any questions they have, then they choose a bear (Lisa). She gets a head start by placing her pawn on the sixth space (gray instead of black).

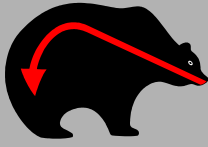
Now the hunt is on. The bear, Lisa, throws the dice, moves the number of spaces and answers the first question. If the answer is right, she can move another four spaces, if not, her pawn stays where it is.

Now it is time for the hunters. The first one (Bob) begins by throwing the dice and moving the number of spaces shown. Lisa reads the next question. If Bob can answer it, he may also move another four spaces.

It's the bear's turn again. Afterwards, it's the next hunter's turn, etc...

If one of the hunters catches Lisa by landing on her space or passing it, the hunters win. If she makes it to her cave before they can catch her, the Lisa, the bear, wins.

When the first round is over, another player becomes the bear. The game continues until time is up.



Bear Hunt

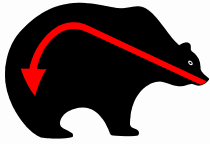
Each bear will need about 10 – 12 questions. That means that you will need about 50 – 60 cards per group.

Material

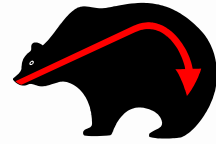
- A game board per group
- Two playing pieces per board
- Directions for playing
- Dice for each group
- Question cards for each group

Music

- CD with forest sounds
- Native American music
- Mickey Hart: Planet Drum; At the Edge



Bear Hunt



The hunters have been resting in their cabin in the village for a few hours after their last hunt. They know there are bears around, but they haven't seen one yet. Right in the middle of a sip of hot chocolate, they all hear a rustling in the bushes outside the door.

A dangerous bear has approached the hunter's village. Before the hunters can grab their weapons, the bear runs away. It looks like he is heading for his cave. Will the hunters be able to catch him this time or will he make it back to his cave safely? Who are you routing for—the bear or the hunters?

Who is going to be the bear first? A throw of the dice will decide.

The bear (Lisa) places her pawn on the sixth space (gray bear paw). Now the hunt is on. Lisa throws the dice, moves the number of spaces shown. The first hunter (Bob) asks her the question at the top of the stack. If she can answer it, she can move another four spaces. If not, her pawn stays where it is.

The hunters' pawns are in the cabin in the village. Bob begins the hunt: He throws the dice, moves the number of spaces shown. Now Lisa asks him the next question. If he can answer it, he may move another four spaces. If not, Bob stays where he is.

Now it's Lisa's turn again. After her turn, the next hunter tries his/her luck.

The game continues until a hunter catches Lisa (lands on her space or passes it) or Lisa makes it to her cave.

When the first game is over, another player becomes the bear.