

Teacher
notes

Badgerships

A Badger feeding game for 2 players

Learning opportunities

The game provides opportunities to introduce or re-enforce maths vocabulary and practise the use of co-ordinates. The game can be extended to include 'x' and 'y' axes and children can be given practice at pencil control by drawing their own grids.

The game requires pupils to follow a sequence of instructions accurately. The different strategies taken by pupils when playing the game can be discussed and compared. The game provides opportunities at taking turns and following rules.

Background

This game can be played once pupils have learnt about some basic features of the badger's diet and feeding habits. They should know as a minimum that:

- badgers can eat up to 200 worms per night, sucking them out of the ground like spaghetti. They avoid simply biting off the top part the worm as the most nutritious part is generally the end deepest in the soil;
- badgers like to forage in soft ground. They prefer grassland after rain when worms are most accessible;
- badgers also take other invertebrates such as insects and eat fruits and nuts, such as blackberries and bechnuts;
- badgers keep their setts clean and do not go to the toilet underground. Instead, they generally dig a small hole, known as a Dung Pit, and defecate in it. You often find multiple Dung Pits together, forming a Latrine. Often these Latrines are a long way from their setts and can even be at the edge of their territory to tell rival badger clans that the land is already taken.

A range of other foods could be included in the game depending on the prior studies of the class. For example bechnuts could be included if the class has discussed badgers as bio-engineers, eating these and helping to spread the seed via their faeces.

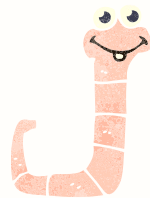
Pupil
worksheet

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Getting started

1. Each player needs a game sheet. The grids represent fields at the edge of some woodland.
2. The top grid represents your field and the bottom one is your view of your opponent's.



On 'Your' field

1. Each player must choose where to put 2 worms, 1 beetle and 2 blackberries. Mark these on the top grid with an X in the way described in 2, 3 and 4 below. Make sure you do this in secret and don't let your opponent see.
2. To place a worm, choose 3 squares in a line. These can be vertical or horizontal.
3. For a beetle, choose 2 squares next to each other. These can be horizontal or vertical.
4. For a blackberry, choose a single square for each blackberry, but these must be around the edge of your grid.



Keep your grid hidden so the other player can't see!

Pupil
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How to play

Agree which player will go first.

1. A player chooses a square on their opponent's field to hunt for food. They say the coordinate of the square, letter first and number second eg. A1.
2. The second player looks at their top grid showing their food, finds the coordinate and says...

- "snuffle"** if the coordinate is a square with food in it;
"near miss" if a coordinate has been chosen where there is no food but food is found in an adjacent square (vertically or horizontally);
"miss" if there is no food in the square, nor in an adjacent one.

3. The first player marks the result on their **bottom** grid, using the following symbols:

snuffle	✓
near miss	?
miss	x

4. It is now the turn of the second player to choose a square to hunt for food. Follow steps 1-3 above.
5. In order to claim an earthworm, you must find all 3 cells and in order to find a beetle, you must find both cells.

The winner is the first player to find two full food items, one of which must be a worm. When a player has scored a 'snuffle', the opponent must tell him or her what type of food they have found.



Special latrine rule:

Each player chooses where to put a 'latrine' on their field. If your opponent is unfortunate enough to choose your latrine square, they are penalised and have to give you the co-ordinates of a square containing any food on their field (and which has not already been found).

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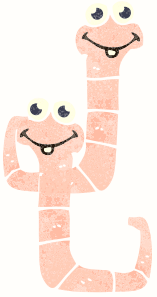
Player
1

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Your field

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										



Your opponent's field

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										



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KEY STAGE
2

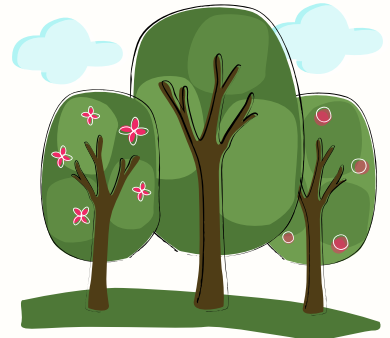
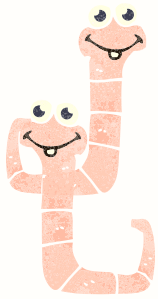
Player
2

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Your field

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										



Your opponent's field

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

