

Camo Pellets

Tallgrass Prairie Center, University of Northern Iowa

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Camo Pellets (1-7)

Curriculum Connection: Science & Life Systems; Health & PE

Materials: Squares of paper and crayons for food break option

Activity: One student is chosen to be the Owl (predator) while the remaining students are Mice (prey). The Owl must stay in 1 spot (perch), close its eyes, and count to 20 while the Mice hide within a boundary. At 20, the Owl opens his/her eyes and yells, "Camo Pellets!" The Owl can turn all the way around but cannot leave the perch. The Owl must use its eyesight to call out the name of the student or color of clothing spotted. Once spotted, the Mice is considered eaten and turns into an 'owl pellet' to sit around the perch in a circle.

NOTE: Game best played in an area with long grasses or many trees/shrubs

Extensions & Other Options:

- If the mice are too well concealed consider creating a 'food break' where Mice MUST visit a food source (crayons or squares of paper)
- Shorten the game by lowering the count or placing food closer to Owl
- Make the food a required part of the game AND blindfold the Owl
- Prey must move like an animal and incorporate different types of prey such as a rabbit or a fox along with mice