

Hunters and the fox

Name: Hunters and the fox

Type: board game

Number of players: 2

Number of board pieces: 4 (originally: 3 corn beans and 1 regular bean)

- 3 corn beans – 3 hunters (**picture 1**)

- regular bean – fox (**picture 2**)

Aim of the game: to hunt down the fox by getting it to enter the position where it can't move anywhere else on the board.

Rules (board game): this game is played on the board as shown on **picture 3**. There are two players. One of them is the hunter and he/she controls three hunter board pieces (3 corn beans or whatever you wish to represent it – you can use buttons) and the other player is the fox and he/she controls the „fox board piece“ (bean or whatever you wish to represent it).

Each player can move one piece (the hunter – any of three pieces; and fox player – the fox) on the board to the next intersection of lines on the board. Players can move their pieces only along the lines to the next intersection (they can't skip the next intersection – they have to move one step at a time).

The starting position is shown on **picture 4**. Game is played until hunters catch the fox in one of the „beaks“ of the board. (**picture 5**)

This game not only stimulates logical and creative thinking (thinking few steps forward) but also improves strategical and spatial perception.

Name: Hunters and the fox

Type: live game

Number of players: 6 (2 main players who control live board players/pieces + 4 live board players/pieces)

Number of live board players: 4 (3 pupils who represent hunters and 1 fox player)

Rules (live game): You can adjust this game to open space (not using board but use chalk to make a big board on school playground or in classroom). Rules are the same – but this time you are going to have more players in one game and you are not going to use objects for board pieces but pupils will be hunters and the fox. You can even use costumes for hunters and the fox (You can use Art lesson to make those out of cardboard and linnen or other material).

Two players are in charge (the hunter and the fox) and they will instruct other players where to move on the drawn ground board – they stand on any side of the ground board where they can see all of the other players.

Other players are „board pieces“ – 3 pupils who represent 3 „board hunters“, and one pupil who represent the fox figure.

When you draw the board on the ground – on each intersection on the ground, make a small circle using different colors. (you will have 11 circles)

For each hunter you can think of different names (eg. The blue hunter, The red hunter and The green hunter) – so it is easier to „Move them along the board“.

Main players (one hunter and one fox) that are standing on the side controlling their live figures will tell them where to move, eg.:

The hunter: „The blue hunter to green circle“.

The fox: Fox to blue circle.

The hunter: „The green hunter to red circle.“

The fox: Fox to the black circle.

The hunter: „The red hunter to yellow circle.“

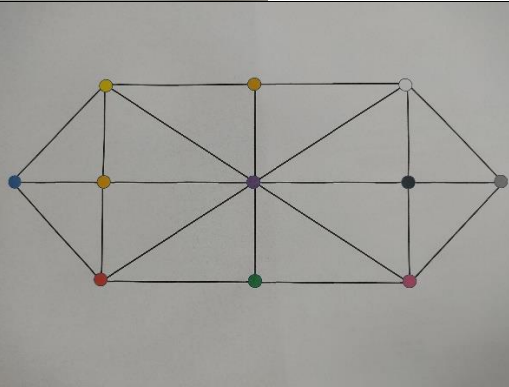
PICTURE 1



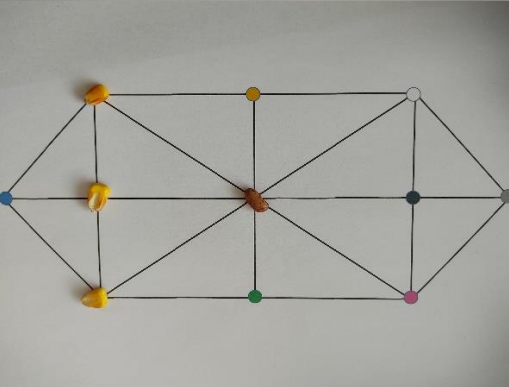
PICTURE 2



PICTURE 3



PICTURE 4



PICTURE 5

