

ACTION

Read carefully prior to commencement of the activity.

HUNTERS AND PREDATORS

You will need a deck of playing cards to help establish the roles that students will play in the game.

Form the group into a seated circle and establish a quiet, concentrating mood.

Have students choose a playing card each. They are to keep it secret and are not to show or reveal their card to anyone else.

Explain the various roles:

- Anyone holding an ACE is a Predator. In daylight hours, Predators appear just like everyone else, but at night they cleverly choose other players to kill and eat.
- Anyone holding a KING is a Hunter. Hunters have the weapons to destroy predators.
- Anyone holding a QUEEN is a Doctor. Doctors have the skills to protect and save anyone who might be attacked by a Predator.
- All OTHER card holders are Villagers. They wish to identify and eliminate the Predators.
- The TEACHER plays the Timekeeper, in charge of Day and Night and all that happens therein.

How it works: There are two major phases to the game: Night and Day.

NIGHT

Timekeeper: It is night, and it is time to sleep.

Everyone closes their eyes.

Timekeeper: Predators, wake up and choose your victim.

Predators open their eyes. They silently agree, by pointing and nodding, on the person who will be their victim.

Timekeeper: Predators, sleep.

Predators close their eyes.

Timekeeper: Hunters, wake up and choose your quarry.

Hunters open their eyes. They silently agree and point out a person who they suspect is a Predator. If they are correct, the Timekeeper nods. If they are incorrect, the Timekeeper shakes his/her head.

Timekeeper: Hunters, sleep.

Hunters close their eyes.

Timekeeper: Doctors, wake up and select who you will protect.

Doctors open their eyes and silently point out the person who they will protect this round.

Timekeeper: Doctors, sleep.

Doctors close their eyes.

Timekeeper: It is dawn. Everyone can wake up.

DAY

The Timekeeper announces the name of the person who the Predators successfully killed (unless the Doctors correctly selected the same person to protect). That victim must retire silently from the circle. If the Hunters were correct in identifying a Predator, the Timekeeper announces that Predator's name, and he/she must silently leave the circle. The Villagers – including Predators, Hunters and Doctors (remember, everyone's role is a secret) – can now nominate ONE person on suspicion of being a Predator. The accused can argue his or her innocence, but a majority vote (50% or more) means that person must silently leave the circle (having, perhaps, been burned at the stake!).

Another round of Night and Day commences. The game continues until all the Predators have been eliminated (so the Villagers win), or the Predators have eaten everyone else (and so they win!).