

## **OWL GAMES**

<b>Focus</b>	To show the sensory adaptations of the owl that aid it in finding food.
<b>Group Size</b>	8-12 students
<b>Time Required</b>	10-20 minutes
<b>Materials</b>	1 blindfold
<b>Physical Setting</b>	Any small clearing or opening along the trail, avoid roots and stumps
<b>Process</b>	<p><b>Activity 1:</b></p> <ol style="list-style-type: none"><li>1. One child is selected to be the owl. He or she is blindfolded and placed in the middle of the clearing. The rest of the children (adults can play too!) make a circle around the owl.</li><li>2. One at a time, the people in the circle make random noises that an owl's prey would make (squeaking, chirping, rustling leaves, etc.). The owl then tries to point out who is making the noise. Rotate children so that everyone has a chance to be the owl.</li></ol> <p><b>Activity 2:</b></p> <ol style="list-style-type: none"><li>1. The group joins hands and forms a circle. One child is chosen to be the owl and is blindfolded, and another child is chosen to be the mouse. Both children then go to the center of the circle.</li><li>2. The owl will try to tag the mouse by listening to the sounds it makes while moving within the circle. During this time the circle remains silent and provides a boundary for the game. The mouse may try different techniques to keep from being caught, such as walking softly and crouching down. Rotate so that everyone gets a chance to be the owl or mouse at least once.</li></ol>