

THE CREATURE GAMES -FAMILY GAME NIGHT-

How about planning a family game night once a month to play games that tie into the monthly studies?

ANIMAL GUESSING GAME

Game: Who Am I

Write the names of different boreal forest animals (like moose, owl, beaver, lynx, and woodpecker) on sticky notes, one for each player. Without looking, each player sticks a note on their forehead so everyone else can see the animal they have. Players take turns asking yes-or-no questions to guess their animal, or the other players can give clues by acting out the animal's behavior without using any words. The goal is to guess which animal is on your forehead based on the clues or actions. Keep playing until everyone has guessed their animal.

MOOSE - GIANTS OF THE FOREST

Game: Moose Movements

Set up an obstacle course in the living room using pillows, chairs, laundry, and blankets to represent trees and rocks. Each player takes turns being the "moose," navigating the course while collecting "leaves" (paper cutouts or small items) scattered throughout. Set a timer and give each player the same amount of time to explore the "forest." The player with the most leaves at the end wins. Be careful and have fun!

OWLS - NIGHT VISION AND SILENT FLIGHT

Game: Owl Hunt

One player is the "owl," and the rest are "mice." Turn off the lights or dim the room and give the "owl" a flashlight. The "owl" must silently find the hidden "mice" without making noise. The "mice" can freeze in place or use soft materials (like pillows) to hide and stay quiet. This game helps everyone understand stealth and quiet movement, like an owl hunting at night.

SQUIRRELS - NUT STORAGE AND MEMORY

Game: Squirrel's Memory

While one player closes their eyes, another player hides small objects ("nuts") around the room or yard. Set a timer for one minute, and the "squirrels" have to find as many "nuts" as possible and remember where they found them. After the timer ends, each player describes where they found their "nuts," testing their memory just like a real squirrel. Everyone can participate, taking turns hiding and finding the nuts.

BOREAL FOREST FAMILY GAME NIGHT

WOODPECKERS - DRUMMERS OF THE FOREST

Game: Woodpecker Tapping Relay

Use wooden spoons and a sturdy surface (like a cardboard box) to simulate woodpecker drumming. Take turns with each family member "drumming" a rhythm on the box. The next person has to repeat the rhythm and add their own. This continues around the group, building a sequence, just like a woodpecker communicating in the forest. Players can create more complex rhythms or help others by guiding them through the patterns.

LYNXES - STEALTHY HUNTERS OF THE BOREAL FOREST

Game: Lynx Pounce

Play a game of "freeze tag" where one player is the "lynx," and the others are prey. The "lynx" must move quietly and stealthily to tag the other players without being detected. If a player is tagged, they become the new "lynx." This game teaches everyone about the stealth and patience lynxes need to hunt their prey, with each family member taking turns.

WOLVES - PACK LIFE AND COMMUNICATION

Game: Wolf Pack Howl

Create a "wolf pack" by forming a circle with everyone except one player who hides the "prey" (a small object) somewhere in the room. Once the prey is hidden, the group passes a "howl" (a soft ball or object) around the circle. The person who hid the prey uses non-verbal cues to guide the next person with the "howl" to guess where the prey is hidden. If the guess is incorrect, the "howl" continues to be passed with more cues given. The goal is to work together as a team, using silent communication to find the hidden prey, much like a wolf pack hunting together.

PORCUPINES - QUILL DEFENSE

Game: Porcupine Defense

Use toothpicks or small sticks as "quills" and a small ball of clay or playdough to create a model porcupine. Take turns flicking the "quills" at targets to simulate how porcupines use their quills to defend against predators. Family members can set up targets and challenge each other to hit specific marks, making it a fun and engaging activity for everyone.