

The hunter and the monkey

Suitable year level

Lower	Middle	Upper
✓	✓	✓

Equipment

- markers
- soft ball

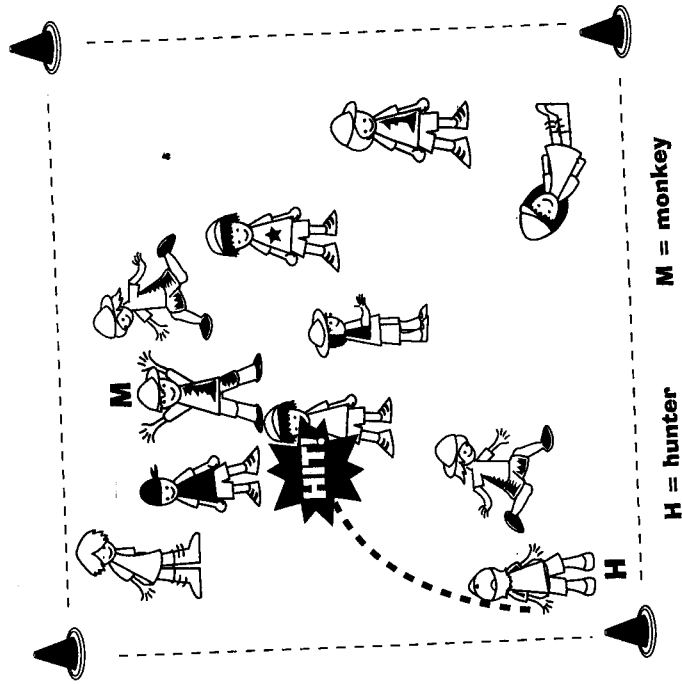
In short...

The hunter chases the monkey and tries to hit it with the soft ball. If other students are hit by the ball, they lie down. When the hunter finally hits the monkey, add up the number of other students eliminated. The lower the score, the better the hunter.

Setting the scene

No additional information is required.

The game in action



Overview

It's a duel between a steely hunter and a mischievous monkey, and, unfortunately, all the other animals are in the way! Can the hunter catch his prize without harming the other animals?

How to play

- ### Establish the playing field
- Use the markers to establish a moderate to large (depending on the age group of the students) playing field.
 - Move the students into the playing area and explain the rules.

Explain the rules

- The playing field represents a safari zone and all of the students, bar two, take on the guise of an animal of their choice (they don't have to be animals of a specific environment).
- Two students are selected as the main combatants of the game: the hunter and the monkey.
- The hunter is armed with the soft ball and must try to hit the monkey by throwing it.
- The monkey must survive at all costs, using the other animals as shields if necessary, and should generally act as an annoyance to the frustrated hunter.
- If the hunter's ball hits a different animal, he or she is stunned and must lie down when hit.

Begin playing!

- Choose students to undertake the roles of the monkey and the hunter.
- Ask the other students to select their animal of choice for the round and then signal for the game to begin.
- When the game is over, give the hunter his/her score, swap roles and start over again.

Further suggestions

- The hunter and the monkey* can be very entertaining. For a real 'circus', encourage the students to move and make noises like the animal they have chosen. The students tend to enjoy the chase between two rivals and eagerly anticipate their own turn. Use the following variations to keep the game interesting, especially if you have played with the same rules several weeks in a row.
- **Real hunters use nets:** Swap the hunter's stun gun for a net (hoop). The game changes to a time trial, with the hunter trying to capture the monkey as quickly as possible. The other animals have the choice of getting in the way or letting the hunter through.
 - **Monkey magic:** The monkey can command one animal to go after the hunter. The hunter is then free to stun the animal pursuing him/her, at which time the monkey can take control of another animal.