Teacher Information:

This assignment can be used as a classroom, library or home assignment.

The assignment sheets are designed for the student to follow the instructions to make the hazard cards for the game. Make one assignment sheet for each student. Half of the class should have assignment sheet A and half the class should have assignment sheet B. Each student should have one of each color index card and one assignment sheet either A or B.

The entire class will do Assignment C.

Brain Storm with the students about some of the ideas they could use. There is space on the assignment sheet for students to jot ideas.

For example:

<u>Green Card:</u> NATURAL HAZARDS (including health). Examples Bad: snow, rain, drought, mud, fast river, swamp, sickness, broken leg. Examples Good: downhill walking, dry ground, extra energy, clear trail, "feeling groovy", find plants to eat (1 day food).

<u>Violet Card:</u> MONEY CARD. Examples Bad: robbed, used money to start fire, lost it, animal stole money bag. Examples Good: Helped someone (farmer, lady, traveler, etc) and got paid, found on trail. <u>Yellow Card:</u> PEOPLE CARD: Encounters with people: Examples Bad: got in fight, got tied up, given wrong directions, thrown in jail. Examples Good: Got ride in buggy, Good rest at the home of friendly farmer, made friends with another traveler.

<u>Pink Card:</u> ANIMAL CARD: Encounters with animals: Examples Bad: Chased by bear, Chased by mountain lion, bitten by snake. Examples Good: Caught rabbit for dinner, shot deer for dinner, found loose horse to ride, found a mule to carry supplies. Shooting small animals is worth 1 day food, large animals are worth 5 days food.

<u>Blue Card:</u> SUPPLY CARD: Gaining or loosing supplies: Examples Bad: lost knife, lost boot, tore rucksack, lost hat. Examples Good: found knife on trail, found fresh water, given blanket by American Indian or other traveler, invited to dinner.