

Co-operation

Home Learning Pack 006



Welcome to the Home Learning pages of *Checkpoint Kids*.

In Issue 9 – Co-operation we have looked at several games which use animals as characters, from the hectic chefs in *Overcooked* to the fearless puppies in *Paw Patrol* and the characters you meet in *Animal Crossing*.

However, in *Bee Simulator* we encounter a much more realistic representation of a bee and the world it inhabits, and this got us thinking. Both *Animal Crossing* and *Bee Simulator* are co-operative games where you work with others to build a better world.

We took this idea and created a lesson that teaches you to build a family boardgame that is not only fun to make and play, but also informs the players about what they can do to protect several endangered species.

We'd like for you to create a family boardgame about hedgehogs, bees and amphibians (frogs and toads).

If the idea of making a boardgame doesn't appeal to you, you could complete the research section and use what you find out to create posters or leaflets. These will make people aware of what trouble these animals are in and how they can help. Note: for guidance on making a leaflet take a look at **Home Learning Pack 003 City Builder** HLP003.

Whatever you choose to do, we would love to see it. Don't forget to complete a **permission slip!**

Home learning guidance

1. Research

IF YOU'VE never had the opportunity to play a boardgame like *Cluedo* or *Monopoly* then click on this link for an explanation of how *Monopoly* is played:

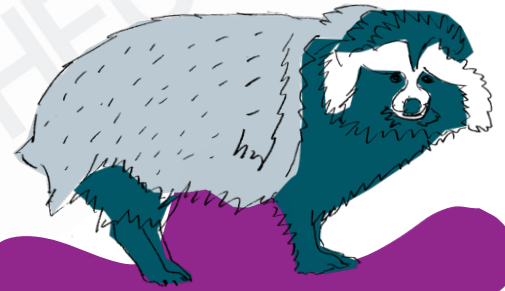
<https://www.youtube.com/watch?v=Gzn95EZLB3Y>

or on this link to watch young Roch explain *Cluedo*.

<https://www.youtube.com/watch?v=4h3YiB5oW4A>

When you have created your own boardgame, why not follow in Roch's footsteps and make a short video explaining how your game is played?

Don't worry if this is a little overwhelming, you only need to understand the basics of how a boardgame works. Put simply, players move around a gameboard using dice to determine how far they can go. Along the way there are pitfalls and rewards, and eventually someone wins the game.



FUN FACT:

The Nook brothers Timmy and Tommy that we meet in *Animal Crossing* are tanuki, or Japanese raccoons. Tanuki have some interesting folk history so why not do some research on them? They also feature in a wonderful Japanese film called *Pom Poko* which you might like to check out



FUN FACT:

The largest ever Monopoly token (playing piece) was a huge silver car. It measured 2.96m x 0.95m x 1.28m.

Jumanji, a very popular film based on a boardgame, was released in 1995 and was the first of three films. Check it out at:

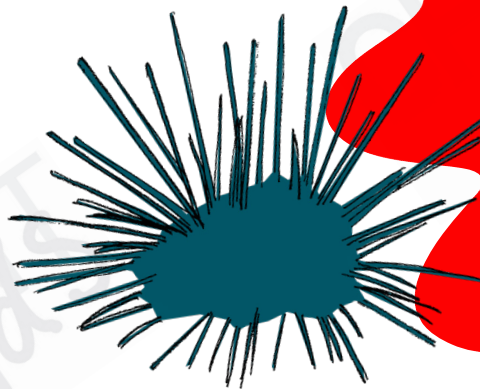
https://www.imdb.com/video/vi2677211417?playlistId=tt0113497&ref_=tt_ov_vi

NOW YOU understand a little more about boardgames, you need to research the animals that feature in this lesson and why they are so important. Don't worry if you cannot research the animals yourself because we provide all the information you need to make the game.

CHECK OUT the following websites for each of the animals.

Hedgehogs

- <https://www.hedgehogstreet.org/help-hedgehogs/>
- <https://www.britishhedgehogs.org.uk>
- <https://www.wildlifetrusts.org/what-do-if-you-find-wild-animal/help-hedgehog>



FUN FACT:

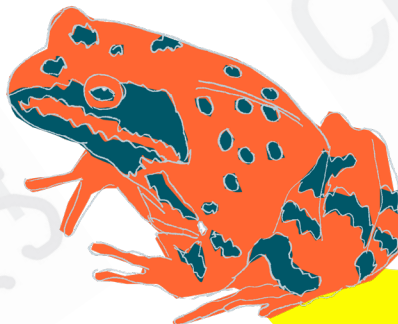
Hedgehogs have between 5000 and 7000 spines on their backs. When they sense danger they curl up in a ball to protect themselves. This behaviour inspired the naming of the sea urchin because hedgehogs used to be called urchins.

FUN FACT:

Bees come in two versions: those that live in colonies and those that don't. Of the 270 species of bee that live in the UK, approximately 250 of them live alone and lots of them build nests underground!

Bees

- <https://www.woodlandtrust.org.uk/blog/2018/07/why-are-bees-important-and-how-you-can-help-them/>
- <https://www.bumblebeeconservation.org/about-bees/>
- <https://friendsoftheearth.uk/bees>



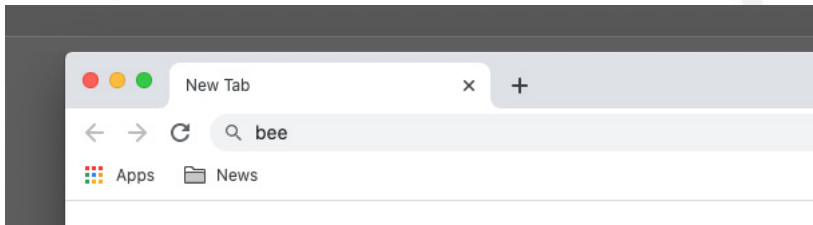
FUN FACT:

Amphibians can breathe through their skin but like us they have lungs to do most of the work. However, scientists have discovered a frog in Borneo that is so good at breathing through its skin that it has no lungs! It is called the Bornean flat-headed frog.

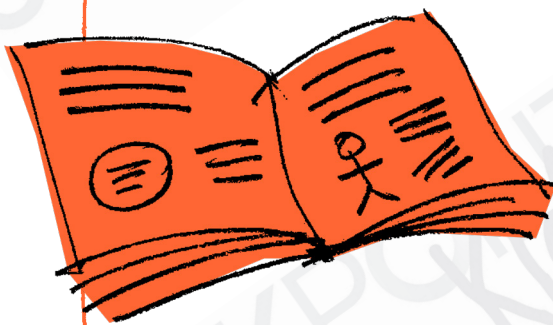
Amphibians (Frogs and Toads)

- <https://scottishwildlifetrust.org.uk/things-to-do/helping-wildlife-at-home/frogs-toads/>
- <https://www.froglife.org>
- <https://www.arc-trust.org/pages/category/frogs-and-toads>

IF YOU want you can conduct your own research. Key words to enter into the search bar could include:



bee, hedgehog or amphibians (frogs and toads) +
conservation, protection, habitat, lifestyle, charity, society, facts, environment,
importance, endangered

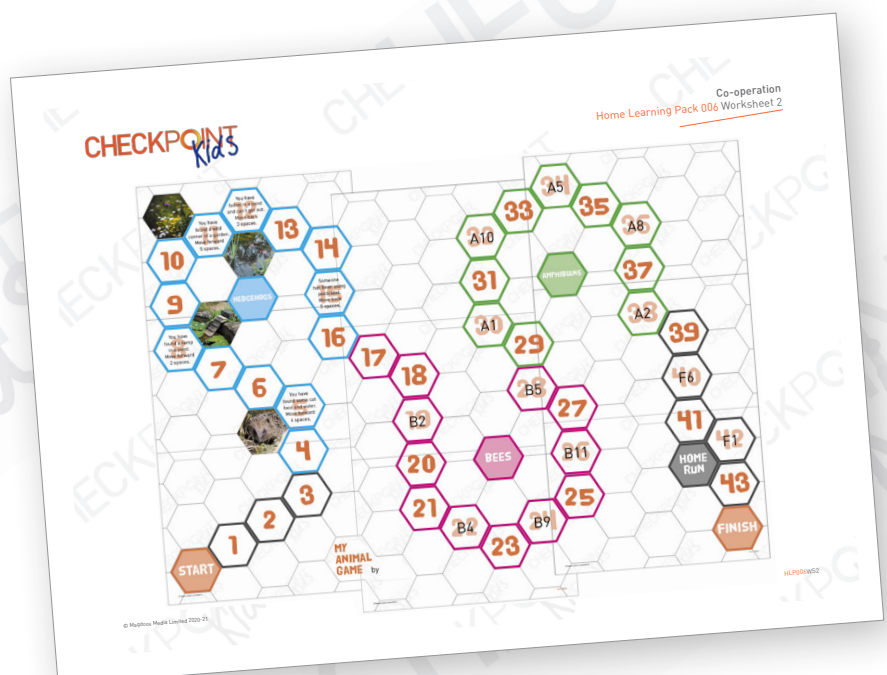


Remember

A LOT of designers use a notebook to keep all their ideas in when they are creating something new. It's a good idea to do this, but it doesn't have to be a book. It can be post-it notes, scraps of paper or an app. Try to use something that you can carry with you easily. That way, when you have a great idea or you see something that inspires you, you can make a note of it.

BEFORE YOU can create your own boardgame, you need to know how the one we have designed works.

WORKSHEET HLP006WS2 (see image) is an example of a gameboard that uses a honeycomb for its design. Take a look as you read the explanation about how the game is played. Once you know how it works, planning will be easier.



THE OBJECT of the game is to finish first.

- Players take turns to throw the dice and move their token (playing piece) along the spaces.
- When players reach one of the animal areas they will be helped by the positive spaces and hindered by the negative spaces. These spaces are created from the animal research conducted earlier. Examples of research for each of the spaces is provided on HLP006WS3. You can, of course, make your own.

FUN FACT:

A honeycomb game-board was used in a very popular quiz called Blockbusters. It aired in the 1980s. Check it out at: <https://www.youtube.com/watch?v=N7b0V-vaCJeQ>

- Once players have passed through the three animal areas, they begin the "homerun". These spaces contain extreme positives and negatives that will either set them back a long way, or speed them to the Finish.
- The first player to cross the Finish is the winner.

2. Plan

NOW YOU have completed your research, it's time to plan your boardgame.

- Using HLP006WS1 lightly shade, or draw around, each of the hexagons that make up the spaces of your game. Each shaded space must be touching an adjacent space. Try to make it clear that there are three separate species of animal in the game. You could use a different colour for each of the species when you shade in the space. Try to make the gameboard look interesting by making lots of twists and turns.

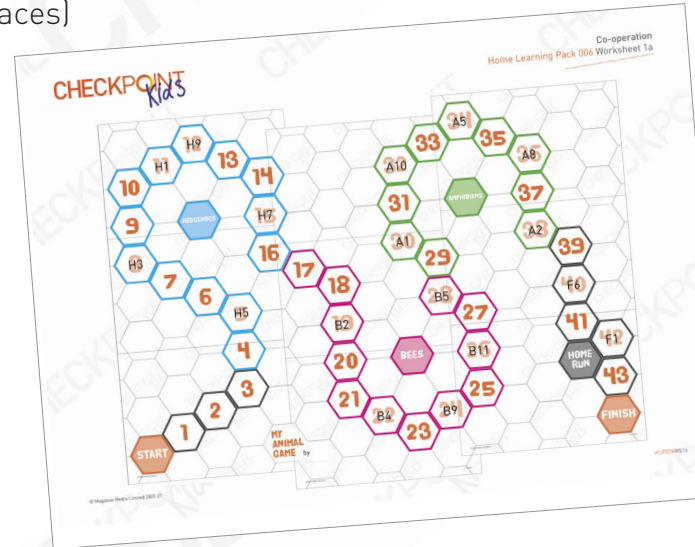
- Next decide on which negative and positive statements you are going to use for each animal species. These are on HLP006WS3. There are more than you need so don't try to use them all.
- Decide which spaces will contain the negative and positive statements and put the appropriate code on the space e.g. **H1** - You have found a wild corner of a garden. Move forward (number of spaces)

Hedgehogs		
Positive		
H1	You have found a wild corner of a garden. Move forward	H7
H2	You have found a hole in a fence to help you move around. Move forward	H8
H3	You have found a ramp in a pond. Move forward	H9
H4	You have found a litter free garden. Move forward	H10
H5	You have found some cat food and water. Move forward	H11



Amphibians - Frogs and Toads		
Negative		
A7	Pesticides have polluted your water source. Move back	
A8	A housing development has drained a marsh. Move back	
A9	You are caught by an otter. Move back	
A10	Someone has dumped garbage in a pond. Move back	

- Decide which “homerun” spaces will contain the negative and positive statements and put the appropriate code on the space e.g. **F3** - A local group has started a frog watch patrol. Move forward (number of spaces)
- Finally, number each of your spaces sequentially, starting with number 1 after the Start space.
- To see a finished plan, take a look at HLP006WS1a



3. Create

NOW IT is time to use your plan to make your game.
READ ALL the instructions at least twice before you start.

- To make the gameboard:
 - you will need to print off six copies of HLP006WS4 and stick them together to make a large gameboard (Note: if the gameboard is too small you won't be able to fit the writing in the hexagon spaces)
- or
- cut out and stick one of the large hexagons from HLP006WS4 onto some stiff cardboard and use it as a template. You can then draw around it on a large sheet of paper to make your gameboard. If you haven't any large paper then use the back of unused wrapping paper or decorators lining paper.
- Whichever method you use, you will need to copy your plan accurately onto the larger gameboard. Don't forget to shade the spaces to match your plan.
- Remember to copy the numbers of the spaces along with the 'Start' and 'Finish' spaces.
- Use a pencil to copy the codes onto the positive and negative spaces.
- Replace the codes with the correct statements from HLP006WS3. You can write on the gameboard or write on hexagons cut out from HLP006WS4 and stick them on.
- When you write up your statements on the positive and negative spaces, you will need to add the number of spaces the player must move. Try not to move the player onto another positive or negative space.

- Finally, decorate your gameboard with extra images and a title. If you want, you can print off pictures and cut around a hexagon template from HLP006WS4 to make them fit the board. Or, you could draw illustrations on the hexagon spaces from HLP006WS4 before using them on your large gameboard – that way if you make a mistake it won't be so serious.

NOW YOUR board is complete you will need some tokens to represent the different players. These can be made from card, modelling clay, small toys, coins or even Lego figurines. You may also want to get pebbles, leaves or other items from your garden as tokens. It's up to you!



A SIX-SIDED dice completes the game!

YOU MIGHT want to test your game by playing it a few times before you add all your design features. This will allow you to make any alterations to parts that aren't working as expected.

4. Share

NOW ALL you need to do is complete a permission slip and email your work to the magazine! We would love to see how creative you can be and who knows, you might even be published in a future edition of *Checkpoint Kids*!

5. Challenge

THERE ARE several ways you could adapt the game to suit your own interests:

- research and protect different species of animals
- research and protect geographical locations rather than animal species e.g. the polar icecaps, marshlands, historic buildings etc
- research and create a game that protects a local amenity or landmark
- instead of writing positive and negative statements on the board, create a deck of cards to be drawn at random when a player lands on a particular space You will have to think of a lot more negative and positive statements for this to work properly
- write a set of instructions, or rules, for your boardgame. You will find help with this in HLP002 (Rules) and TLP002 (Instructions).