



ACTIVITY 7

A Day in the Life of a Cowboy



RANCH LIFE SERIES / BOOK 2 / COWBOYS AND HORSES

Chapter 6 and 7

Content Area

Social Studies

Topic

The Impact of a Cowboy's Work

Objective

Students will be able to categorize challenges and accomplishments of a cowboy.

Texas Essential Knowledge and Skills (TEKS):

K.7A, K.7B, 1.10A, 1.10B, 4.12A, 4.12B, 5.13A





A Day in the Life of a Cowboy

CONTENT AREA: Social Studies

TOPIC: The Impact of a Cowboy's Work

GAME MATERIALS:

- SECURITY BRIEFING (page A7-2): 1 per student or student group
- A DAY IN THE LIFE OF A COWBOY GAME - GAME BOARD (included): 1 per student group
- A DAY IN THE LIFE OF A COWBOY GAME - GAME CARDS & BACKS (page A7-3 to A7-7): 1 set per student group
- Found objects for game pieces (e.g., different colored math manipulative cubes)
- THE BOTTOM LINE (page A7-10): 1 per student or student group

READING STRATEGY:

Students read their assigned part (jigsaw table read) and write down three things they want to share with their group from their reading.

- Part One: Pages 35-38
- Part Two: Pages 38-42
- Part Three: Pages 43-47
- Part Four: Pages 48-51

GAME INSTRUCTIONS:

1. Students will read Chapters 6 and 7.
2. Divide students into groups of 2, 3, or 4 to play the A DAY IN THE LIFE OF A COWBOY - GAME.
3. Students will take turns drawing a A DAY IN THE LIFE OF A COWBOY GAME - GAME CARD. Students will follow the instructions on the GAME CARD to move their game piece around the board.
4. The first student to guide their "cowboy" (game piece) to the game's "FINISH" is the winner.

STUDENT SKILLS ASSESSMENT:

Have students (or student groups) complete THE BOTTOM LINE worksheet at the end of the game.

A Day in the Life of a Cowboy



SECURITY BRIEFING –

WORDS OF WISDOM FROM HANK THE COWDOG:

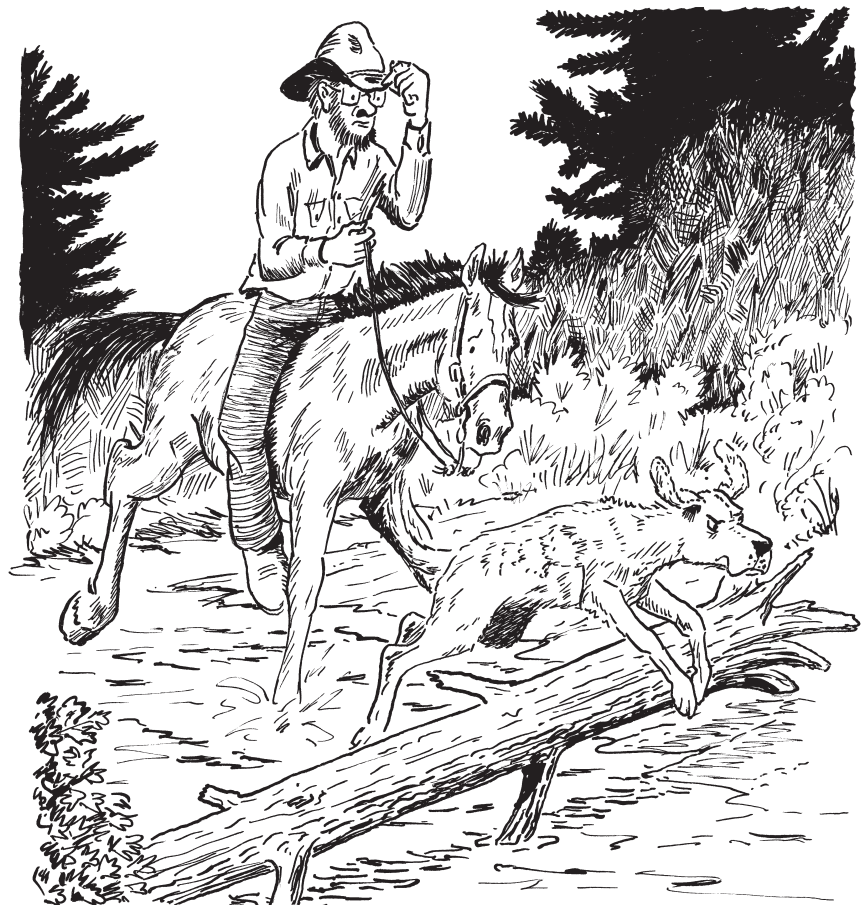
Working on a ranch is hard. Now we all know that being the Head of Security is the hardest job on the ranch, but cowboys work pretty hard too. There are many different jobs for a cowboy to do on the ranch. A cowboy never knows what his day will bring him when he wakes up in the morning. He may have a plan for what he is going to do, but the cattle, coyotes, and horses may not be aware of his plan. No matter what may happen, any cowboy worth his salt will get the job done.

ACTIVITY INSTRUCTIONS:

1. Play A DAY IN THE LIFE OF A COWBOY board game.
2. The first player will draw a A DAY IN THE LIFE OF A COWBOY - GAME CARD and read it aloud. Player will follow the instructions on the GAME CARD in order to move his or her "cowboy" (GAME PIECE) around the board. Players will take turns reading cards and following card directions.
3. The first student to have his or her "cowboy" (GAME PIECE) make it to the "FINISH" of the workday wins the game!

WRAP UP:

Fill out the Bottom Line worksheet after you have completed the activity.



<p>Your horse threw a shoe. GO BACK 2 SPACES</p>	<p>You branded 25 cattle. GO FORWARD 3 SPACES</p>	<p>You have been snake bit! GO TO SLIM'S HOUSE</p>
<p>You need to drive the herd to the waterhole. GO TO WATERHOLE 83</p>	<p>You sorted 100 cattle into pens. GO FORWARD 5 SPACES</p>	<p>You got kicked by a cow. GO BACK 2 SPACES</p>
<p>The cat spooked your horse. START OVER</p>	<p>You have to drive to town. GO TO THE ROAD TO TWITCHELL</p>	<p>You broke your rope. GO BACK 3 SPACES</p>
<p>You have to check the mail. GO TO THE MAILBOX</p>	<p>You lost a calf in the canyon. GO BACK 4 SPACES</p>	<p>You roped a calf. GO FORWARD 3 SPACES</p>

**You and your horse hauled
a fallen tree off the road.**

GO FORWARD 1 SPACE

**You got a new
pair of chaps.**

GO FORWARD 2 SPACES

Your horse is sick.

GO BACK 3 SPACES

**You returned a calf
to his mother.**

GO FORWARD 3 SPACES

Your truck got a flat.

GO BACK 3 SPACES

**Weather is sunny
and clear.**

GO FORWARD 2 SPACES

You cleaned your saddle.

GO FORWARD 2 SPACES

**Your cowdog got
into a cactus.**

GO BACK 5 SPACES

You mended the fence.

GO FORWARD 3 SPACES

**You are chasing coyotes
away from the herd.**

GO TO THE CAPROCK

You helped birth a calf.

GO FORWARD 5 SPACES

**You repaired
the windmill.**

GO FORWARD 2 SPACES

<p>You trained a new colt. GO FORWARD 2 SPACES</p>	<p>You halter broke a foal. GO FORWARD 3 SPACES</p>	<p>You need cow cake. GO TO THE CAKE HOUSE</p>
<p>You gave antibiotics to a sick cow. GO FORWARD 2 SPACES.</p>	<p>Your horse has a big heart. GO FORWARD 3 SPACES</p>	<p>You were bucked off a horse. GO BACK 3 SPACES</p>
<p>You made a great "head catch." GO FORWARD 3 SPACES</p>	<p>You got all of your jobs done for the day. GO FORWARD 3 SPACES</p>	<p>You fed and watered your horse. GO FORWARD 2 SPACES</p>
<p>You found a dead cow. GO BACK 3 SPACES</p>	<p>You stepped on the cat's tail. GO FORWARD 1 SPACE</p>	<p>You fed your cowdog a steak bone and scraps. GO FORWARD 10 SPACES</p>



**You airmailed a loop
at an unsuspecting dog.**

GO BACK 1 SPACE

You welded a new gate.

GO FORWARD 2 SPACES

**You used a heel loop
to bring down a calf.**

GO FORWARD 3 SPACES

**You removed porcupine
quills from a cow's mouth.**

GO FORWARD 2 SPACES

**You threw a loop
into the dirt.**

GO BACK 1 SPACE

**You pulled a bone
out of a cow's throat.**

GO FORWARD 3 SPACES

**You mastered the
Hoolihan technique.**

GO FORWARD 2 SPACES

A blizzard is coming.

GO TO THE RANCH HOUSE

You oiled the windmill.

GO FORWARD 2 SPACES

You ran out of hay.

GO BACK 3 SPACES

**You spent the
evening practicing
throwing your rope.**

GO FORWARD 1 SPACE

**You strung 10 miles
of barbed wire.**

GO FORWARD 3 SPACES



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NAME: _____ DATE: _____

THE BOTTOM LINE

Answer the questions below:

1. During the game, what were three challenges cowboys had on Hank's ranch?

-
-
-

2. During the game, what were three accomplishments of a cowboy on Hank's ranch?

-
-
-

3. What do you think is the BIGGEST challenge cowboys have on Hank's ranch?

