



# ACTIVITY 7

## *The Good, The Bad & The Ugly*



***RANCH LIFE SERIES / BOOK 3 / RANCH WILDLIFE***

Chapters 1-6

**Content Area**

Science

**Topic**

Animal Interactions

**Objective**

Students will learn about animal interactions in a ranch environment.

**Texas Essential Knowledge and Skills (TEKS)**

2.10A, 3.10A, 4.10A, 4.10B, 5.10A, 5.10B





## The Good, The Bad & The Ugly

**CONTENT AREA:** Science

**TOPIC:** Animal Interactions

### GAME MATERIALS:

- SECURITY BRIEFING (page A7-2): 1 per student or student group
- THE GOOD, BAD & THE UGLY - GAMEBOARD (provided) 1 per student table group, laminate (To print additional 11" x 17" tabloid size maps, download PDF from [ranchlifelearning.com](http://ranchlifelearning.com))
- THE GOOD, BAD & THE UGLY - "CONSEQUENCE" CARDS (page A7-3 thru A7-6): 1 set per student table group
- THE GOOD, BAD & THE UGLY - "REWARD" CARDS (page A7-7 thru A7-10): 1 set per student table group
- Game Playing Piece (use found items, such as different colored buttons or empty thread spools): 1 per student
- Die: 1 per student group
- THE BOTTOM LINE (page A7-12): 1 per student or student table group

### READING STRATEGY:

Students will read Chapters 1-6 before beginning the game.

### GAME INSTRUCTIONS:

1. Each group will need a THE GOOD, BAD & THE UGLY - GAMEBOARD, and THE GOOD, BAD & THE UGLY - CONSEQUENCE and REWARD GAME CARDS, a game token, and a die.
2. To begin the game, students take turns rolling the die. The person who rolls the highest number goes first.
3. Players take turns rolling the die, moving their game piece the number of spaces as indicated on the die, then drawing either a THE GOOD, BAD & THE UGLY - CONSEQUENCE or REWARD GAME CARD as determined by the number they rolled on the die. After drawing the card, the student must read and follow the directions on the card. Student will keep the card he/she drew.
  - Students who roll a 1, 2 or 3 will draw a THE GOOD, BAD & THE UGLY - "CONSEQUENCE" CARD
  - Students who roll a 4, 5 or 6 will draw a THE GOOD, BAD & THE UGLY - "REWARD" CARD
4. If a player lands on a Hank the Cowdog space, that student will move his/her game playing piece to the next Hank the Cowdog space on the board. It is then the next player's turn.
5. The winner of the game is the first player to reach the "finish" space on the board.
6. At the conclusion of the game, students will use their collected consequence and reward cards to complete THE BOTTOM LINE .

### STUDENT SKILLS ASSESSMENT:

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

# The Good, The Bad & The Ugly



## SECURITY BRIEFING –

### WORDS OF WISDOM FROM HANK THE COWDOG:

*Life on a ranch may seem simple to some folks, but I assure you it is not. There is always something happening on the ranch with **predators** and **prey**. When you think about all the **animal interactions** on the ranch it is amazing! All the animals have **behaviors** that help them **survive** these interactions. Some have **defenses** they were born with like quills or a stinky musk. Others have behaviors that help them survive predators like **freeze, flight, or fight**. Sometimes...animal interactions are good, other times they are bad, and sometimes they are down right ugly. I am always on high alert, but ever once in a while, things go my way and I can have a lazy day napping in the machine shed. This game is going to let you experience some of the interactions I have encountered over the past year.*

### ACTIVITY MATERIALS:

- RANCH LIFE: THE GOOD, BAD, AND THE UGLY GAMEBOARD
- RANCH LIFE: THE GOOD, BAD, AND THE UGLY GAME REWARD CARDS
- RANCH LIFE: THE GOOD, BAD, AND THE UGLY GAME CONSEQUENCE CARDS
- Game Token
- Die
- THE BOTTOM LINE

### ACTIVITY INSTRUCTIONS:

1. After you have read chapters 1-6 you will be ready to play the game.
2. To begin play, each player needs to roll the die to determine who goes first. The highest number will go first.
3. Player 1 will roll the die. Move forward the number of spaces on the die. If they roll a 1-3, they will draw a CONSEQUENCE card and follow the instructions on the card. If they roll a 4-6, they will draw a REWARD card and follow the instructions on the card.
4. Once you move your token keep your game card on the table in front of you.
5. If a player lands on a Hank space, they will move their token to the next Hank space on the gameboard and their turn ends.
6. Play continues until a player reaches the finish on the gameboard.

### WRAP UP:

Fill out THE BOTTOM LINE worksheet after you have completed the game.

<p>I can't resist a porcupine moving lazily across the pasture. I move in to let it know who's boss and I get a whole snout full of quills! Loper must pull them out with pliers. This is going to take a while. <b>STAY ON YOUR SPACE. LOSE A TURN.</b></p>	<p>A feral hog wondered onto the ranch and destroyed Loper's whole field of wheat! Why would this behavior be a problem on a ranch? <b>I WILL BE ON WATCH TONIGHT. NO DINNER FOR ME. GO BACK 2 SPACES.</b></p>	<p>I went deer hunting with Loper, but I forgot I was not supposed to bark and scare off the deer. It was just so much fun to see them run. <b>LOPER SENT ME HOME WITHOUT DINNER. GO BACK 3 SPACES.</b></p>
<p>A raccoon gets in Sally May's garden and eats her watermelon and makes a mess of the rest of the plants. Sally May came out swinging her hoe and somehow, I am in trouble for not scaring the coon off! <b>I AM SENT TO BED WITH NO SUPPER. GO BACK 1 SPACE.</b></p>	<p>Loper rides his horse over a turkey hen's nest and scares up the hens – which scares the horse! Why would the turkey hen act like that? <b>I GET IN TROUBLE FOR NOT ALERTING LOPER TO THE NEST...PHOOEY! GO BACK 2 SPACES.</b></p>	<p>Drought hits the ranch and the population of quail are down. The lack of grass on the ground leaves their nest exposed to predators. Why do you think this would have an impact on the quail numbers? <b>STOPPED TO PONDER. GO BACK 1 SPACE.</b></p>
<p>I might have decided to take a nap while a coyote slipped onto the ranch and ate all of Sally May's ripe plums that fell off the tree. The coyote is full and happy. Who do you think got in trouble for the feast? That's right, me! <b>GO BACK 2 SPACES.</b></p>	<p>I barked at a group of hawks called Mississippi Kites and they went into full defensive mode. They began dive bombing me. Would this behavior be freeze, flight, or fight? <b>I HAD TO SEEK SHELTER IN THE BARN. GO BACK 2 SPACES.</b></p>	<p>I played a good round of Scatter the Birds and got in big trouble with Sally May for scaring the turkeys away from the kitchen window. <b>NO SPECIAL MEAL TONIGHT. GO BACK 3 SPACES.</b></p>
<p>Loper and Slim chased quail all day, but could not catch those sneaky critters. Every time they would get close, the quail took off running. (I might have caused them to run a few times before I was sent home.) <b>GO BACK 3 SPACES.</b></p>	<p>I barked at a skunk that wandered into the barn and chased it around. Well, you can imagine what happened next – I got blasted by the skunk's musk! What type of behavior is the skunk displaying? <b>GO BACK 5 SPACES.</b></p>	<p>I got a little too close to a bobcat and got the snot beat out of me. Not my finest hour. I am going to need to take time off to recover. What type of behavior did the bobcat display? <b>STAY ON YOUR SPOT. LOSE YOUR NEXT TURN.</b></p>



**CONSEQUENCES**



**CONSEQUENCES**



**CONSEQUENCES**



**CONSEQUENCES**



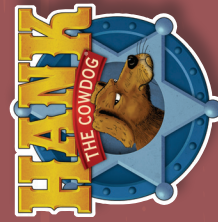
**CONSEQUENCES**



**CONSEQUENCES**



**CONSEQUENCES**



**CONSEQUENCES**



**CONSEQUENCES**



**CONSEQUENCES**



**CONSEQUENCES**



**CONSEQUENCES**

**Lose a Turn**

**STAY WHERE YOU ARE.**

**Lose a Turn**

**STAY WHERE YOU ARE.**

I was sleeping in the machine shed, minding my own business, when a raccoon knocked over the trash cans and made a mess. When I arrived, trash was scattered everywhere.  
**I GOT IN TROUBLE FOR NOT SCARING THEM AWAY. GO BACK 2 SPACES.**

**Lose a Turn**

**STAY WHERE YOU ARE.**

**Lose a Turn**

**STAY WHERE YOU ARE.**

I got a tiny bit distracted when I saw a jack rabbit hop by. I love a good jack rabbit chase. Those critters are much faster than me, but the chase is a lot of fun. While I was preoccupied, a coyote snuck in and got a chicken.  
**I AM IN BIG TROUBLE. GO BACK 5 SPACES.**

**Lose a Turn**

**STAY WHERE YOU ARE.**

**Lose a Turn**

**STAY WHERE YOU ARE.**

I worked hard all day, so I retired to the machine shop for the night. I was woken up by a bobcat making a mess in the barn. Then it took off with a chicken from the coop!  
**CAN'T A GUY GET ANY SLEEP? GO BACK 2 SPACES.**

**Lose a Turn**

**STAY WHERE YOU ARE.**

**Lose a Turn**

**STAY WHERE YOU ARE.**

I woke up in a bad mood and was barking at everything. I worked up the cattle, the chicken and the turkeys. All this excitement was putting me in a much better mood! Sally May came out with her broom.  
**FUN WAS OVER. GO BACK 3 SPACES.**





<p>I saw a bunch of deer near Sally May's garden and barked to scare them away. What do you think they were doing by the garden? SALLY MAY GAVE ME A BONE FROM DINNER FOR SAVING HER GARDEN. GO AHEAD 3 SPOTS.</p>	<p>Sally May's favorite spoon went missing and I knew it had to be a pack rat. I snuck into the barn, found its nest, and retrieved the spoon. Sally May was so proud of me she gave me a cut of supper meat! GO AHEAD 3 SPACES.</p>	<p>I showed great maturity in working with Pete to get the mice out of the machine shop before they chewed the wires of Loper's machines. Pete is annoying, but I must admit... he's great at catching mice. GO AHEAD 3 SPACES.</p>
<p>I saved Plato from a feral hog one time when he stumbled on a momma with her babies. Why do you think this was a dangerous situation? MY GENEROUS ACT OF BRAVERY HAS NOT GONE UNNOTICED. GO AHEAD 3 SPACES.</p>	<p>Loper was leading his horse into ground that was full of deep holes - prairie dog territory! I barked and ran in circles around the horse until Loper noticed the danger. He rewarded me with a piece of jerky. GO AHEAD 3 SPACES.</p>	<p>I dedicated 5 hours of my day to bunny patrol. I barked all day at the cattle guard pipe that concealed a cottontail rabbit - until I heard the supper bell, that is. It was a long day, but someone had to do it. GO AHEAD 2 SPACES.</p>
<p>A hawk kills a rabbit and leaves behind a mess. I know it is my job to clean up the mess or unwanted predators will appear. Before I can get started, a buzzard cleans up for me. I HAVE A LITTLE EXTRA TIME NOW. GO AHEAD 1 SPACE.</p>	<p>I noticed some mice eating the grain from the barn and alerted the great barn owl. The owl may have already known the mice were there, but I am going to take full credit for the tip. I SAVED THE GRAIN. GO AHEAD 3 SPACES.</p>	<p>I alerted Loper and Slim of a rattlesnake hiding in a prairie dog hole. They were so thankful that I ended up with some gristle from their campfire meal. I am a happy dog. GO AHEAD 3 SPACES.</p>
<p>Mountain lion tracks have been spotted on the ranch and Loper found a dead deer. I have been chosen to go on a walk about to look for clues. I will be covering a lot of ground today. GO AHEAD 3 SPACES.</p>	<p>Sally May leaves feed out in front of the kitchen window, so she can watch the turkeys in the yard. I fought the urge to play a very exciting game of Scatter the Birds. I SHOWED GREAT RESTRAINT. GO AHEAD 3 SPACES.</p>	<p>A raccoon dug a hole into the chicken coop. Sally May would be angry if she lost any chickens to a raccoon, so I filled the hole back up with my amazing digging skills. The chicken coop is safe for now... GO AHEAD 3 SPACES.</p>





REWARDS



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REWARDS



REWARDS

**BONUS!**

**MOVE AHEAD 1 SPACE.**

**BONUS!**

**MOVE AHEAD 1 SPACE.**

Loper and Slim have a successful deer hunt and cook up some meat on the mesquite campfire. They were feeling generous and gave me a bone and some gristle.  
*I WENT TO BED FULL.  
GO AHEAD 2 SPACES.*

**BONUS!**

**MOVE AHEAD 1 SPACE.**

**BONUS!**

**MOVE AHEAD 1 SPACE.**

I helped with a successful dove hunt and Slim threw me the bones from his meal. I love when my humans are feeling generous.  
*I WENT TO BED FULL.  
GO AHEAD 2 SPACES.*

**BONUS!**

**MOVE AHEAD 1 SPACE.**

**BONUS!**

**MOVE AHEAD 1 SPACE.**

A coyote slips on the ranch and moves slowly into the chicken pen. I spring into action barking, and Loper wakes up and comes out with a gun to scare off the intruder.  
*I WAS REWARDED WITH A PAT ON THE HEAD. GO AHEAD 3 SPACES.*

**BONUS!**

**MOVE AHEAD 1 SPACE.**

**BONUS!**

**MOVE AHEAD 1 SPACE.**

I see a raccoon sneaking into the barn to get the corn sacks stored for the winter. I sound the alarm, Loper grabs his gun, and in no time flat the raccoon runs away. Disaster diverted!  
*I WAS REWARDED WITH A NICE BONE.  
GO AHEAD 3 SPACES.*



REWARDS



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# The Good, The Bad & The Ugly



NAME: \_\_\_\_\_ DATE: \_\_\_\_\_

## **THE BOTTOM LINE**

*Complete the following questions after you have played the game.*

1. Look at the cards you collected during the game. Can you sort your cards into related categories? (*i.e. Do you have two cards where the animal interaction resulted in a "flight" response?*) Sort your cards into as many related categories as you can, then write down the categories you used in your sorting.
2. What did you learn about the interactions animals have with each other on the ranch?
3. What did you learn about the interactions animals have with their environment?
4. If you could pick an animal defense what would it be? Explain your choice.
5. Which animal do you think is the best adapted for ranch life? Explain your answer.
6. Do you think defensive inherited traits or learned behaviors provided animals the best protection from dangerous interactions on the ranch? Explain your answer.