

# To the Waterhole

## Track Game



Choose a wild animal and see if you can beat the other animals to the waterhole.

Suitable for students aged 7+

**Learning Outcome:** Students will have gained knowledge of the dangers wild animals must face and overcome in order to survive and find sustenance.

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# To the Waterhole

## Track Game

Developed by Wendy Robinson, Halifax High School  
Illustrated by Emma Carter

**Theme: Wild Animals**

**Age range: 7+**

### Context:

This board game is a fun way for students to gain knowledge of the various dangers that a wild animal faces. The game has four animals for the students to choose from: a lion, a cheetah, an elephant or a gazelle, but students can also make their own animal counters.

If you further develop this activity please share your changes by sending them to the address below for expanding our library.

### Preparation:

Print out the A4 sheets. Glue the left side of the game board to the right side. If possible, laminate it. Cover the Situation Cards and Counter Sheet with 'clear pvc self adhesive book cover film' before cutting up. Cut out the four Animal Fact Cards. We have provided a sheet of blank Situation Cards and some blank counters in case you wish to add or make your own.

### HOW TO PLAY:

This is a game for four players. You will need the A3 Game Board, one die, four animal counters (use those provided or make your own), and the carnivore and herbivore Situation Cards.

Shuffle the carnivore cards and place them in a pile face down on one side of the board. (You can put the title card face up next to the pile). Do the same with the herbivore cards and place them on the other side of the board. Each player chooses to be a carnivore (lion or cheetah), or a herbivore (elephant or gazelle) and collects their counter.

All the animals go from Start and take turns to throw the die, to see how many spaces they can move along the board. When they land on a space with a paw print, they must take a relevant Situation Card (someone playing as a herbivore would take the top herbivore card in the pile, and once it has been read, it should be placed face down at the bottom of the pile). Follow the instructions on the card.

The first animal to reach the waterhole survives.

As an extension to the activity, you can give each child a Fact Card and ask them to research and write down 5 facts about their animal.

### Learning Outcomes:

Students will have gained knowledge of the dangers wild animals face to survive. If you have found further learning outcomes please share them by emailing [collaborate@mantralingua.com](mailto:collaborate@mantralingua.com).

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(You can purchase a professionally printed, sound-enabled version of this activity with pre-cut cards from [www.mantralingua.com](http://www.mantralingua.com). Students can use TalkingPEN to record and re-record aurally onto the pages and cards. Recordings can be saved and used for assessment, or shared with other classes and schools via "ShareLINK".)

# To the Waterhole

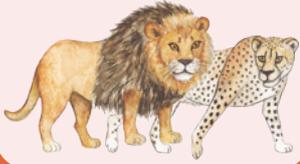
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(This is the left side of the Game Board. Cut off the right margin and glue it to the right side of the Game Board.)





# To the Waterhole

## Carnivore Cards



You try to catch a wild pig. Its mother chases you off. Go back 1.

All the herds you prey on have moved on in the night. Follow on 2.

Congratulations! You have given birth. Now you have to hunt for four. Go back 2.

Catch a new born baby elephant. You are strengthened and move on 1.

Some of your cubs catch a rabbit. Well done! Go on 1.

One of your hunting group has a badly cut paw. Go back 2.

You see a lame zebra, an easy catch, but those hyenas get there first. Go back 1.

Find a small water hole dug by an elephant. Move on 1.

Some hyenas have got a gazelle. You frighten them off and eat it. Go on 1.

You catch a young gazelle. It is only a thin one. Move on 1.

You have been injured in a fight. Go back 2.

## Herbivore Cards



There's a small waterhole, but a herd of zebras have got there first. Go back 1.

All the grass around has been trampled. It's inedible. Move quickly on 2.

Congratulations! You have given birth. Your offspring move very slowly. Go back 2.

Find some nice trees to nibble. Strengthened! Move on 1.

Some young lions stalk you but you run away and manage to escape! Move on 1.

One of your herd has a dislocated leg. Go back 2.

Water! But a hippopotamus has been rolling in it. It's undrinkable. Go back 1.

You manage to dig a hole that water seeps into. Move on 1.

Your offspring are getting stronger and moving faster. Move on 1.

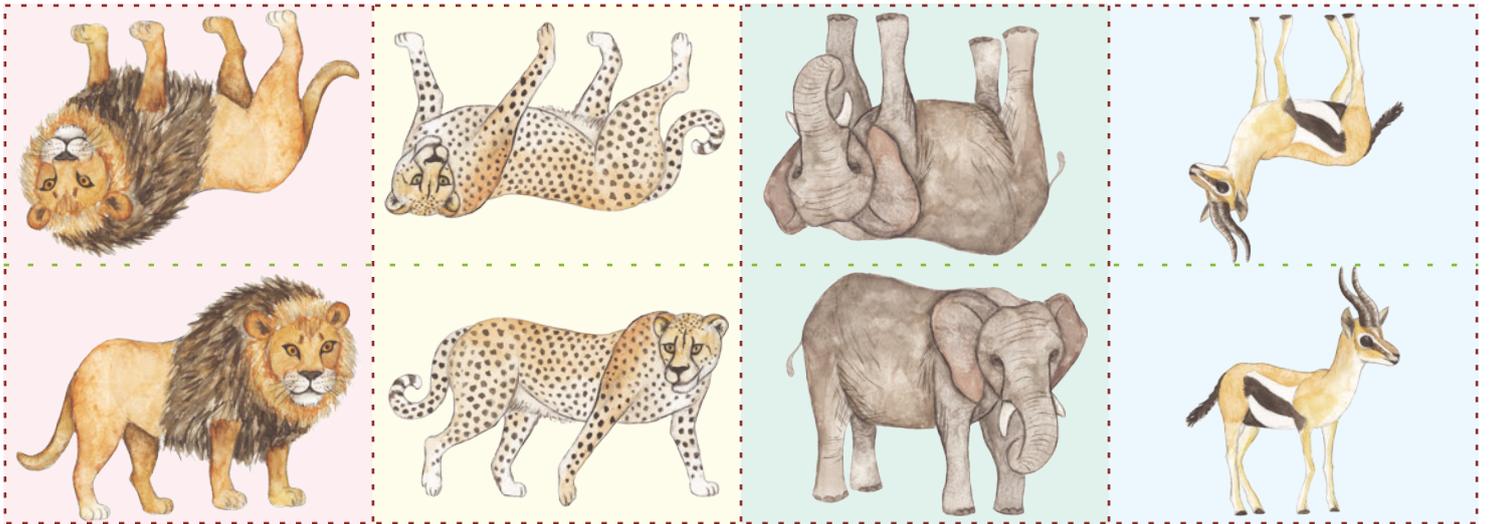
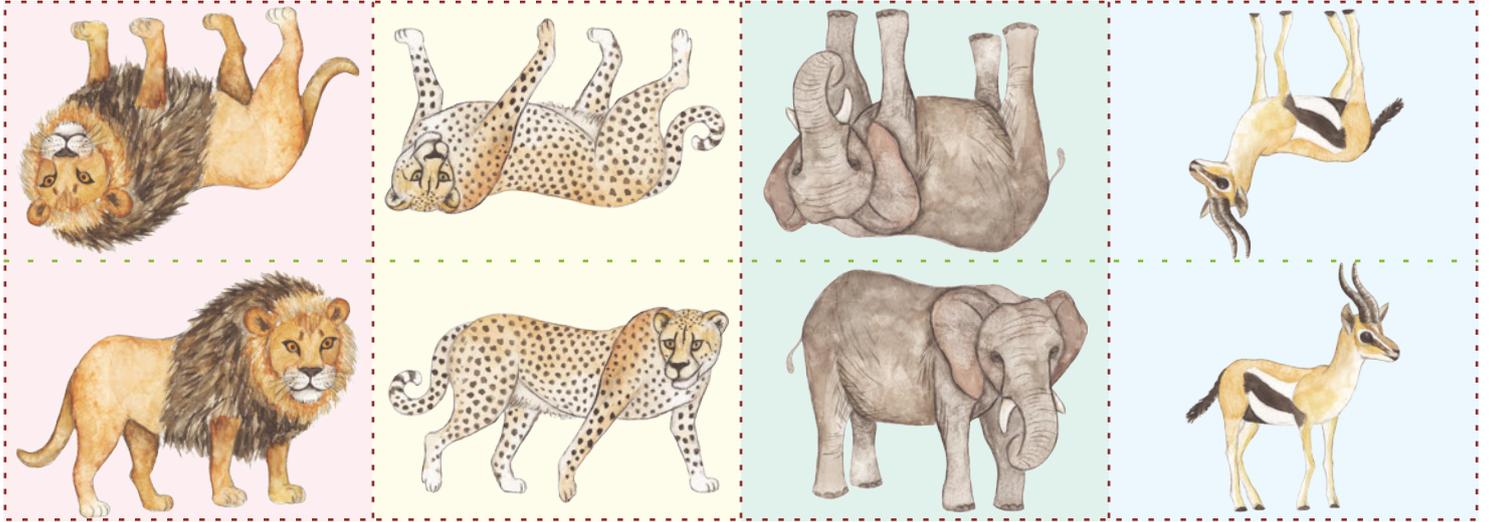
A herd of buffalo are heading for some good grass. You manage to beat them to it. Move on 1.

One of your herd has been taken by a cheetah. Go back 2.



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(These are the counters. Cut along the red dotted lines and fold along the green dotted lines so that they stand up.)



You can use the pre-made counters or ask the students to make their own using the template below.



## Lion Fact Card

1

2

3

4

5



## Cheetah Fact Card

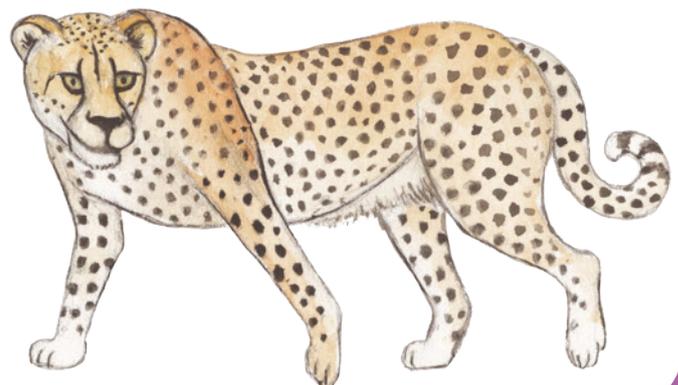
1

2

3

4

5



# Elephant Fact Card

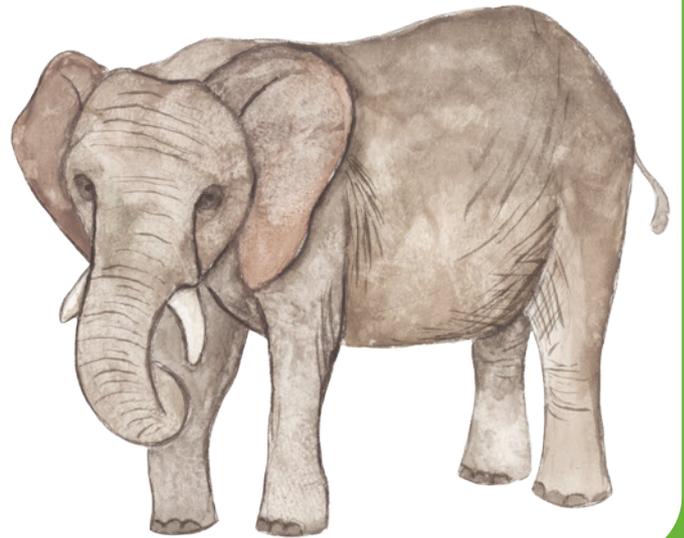
1

2

3

4

5



# Gazelle Fact Card

1

2

3

4

5

