

# Ovisopoly: A Bighorn Sheep Adventure Game

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**Objectives:** Students will be able to describe events that both help and inhibit a bighorn sheep during the year.

**Materials:**

- Deck of game cards for each 4-6 players
- Board game for each group of players
- Game pieces (students can use small items from their desk such as erasers or make their own game piece quickly out of paper)

**Procedure:**

1. Tell students that today they will be learning about different events that both help and limit the survival of a particular animal of North America. Tell the students that you will give them clues as to the animal's identity, and when they think they know, they should raise their hands. Give clues such as: features include: brown fur and white butts, split hooves, excellent jumpers who frequently live on cliffs. You can give easier clues such as having curved horns and even connect it to riddles such as, "I live in a desert, I can go for a long time without water, and I regularly survive head-on collisions. Who am I?"
2. Inform students that they will play a board game called Ovisopoly. You can explain that *Ovis* is the scientific name for the genus for sheep.

Rocky Mountain Bighorn: *Ovis canadensis canadensis*

Desert Bighorn: *Ovis canadensis nelson*

Stone Sheep: *Ovis dalli stonei*

Dahl Sheep: *Ovis dalli dalli*

3. Tell instructions for the game.
  - A. Make groups of 4-6 students. Fewer students is ok too if you have enough cards.
  - B. Shuffle game cards. Lay in a stack by the game board.
  - C. Begin with the youngest student. This student selects the top card and *must* read it out loud to the group. The student then moves his or her game piece the number of tracks the card says.
  - D. Place the used card in a discard pile.
  - E. Continue in a circle clockwise. Game ends when someone reaches the end. If cards run out before someone wins, simply reshuffle the discard pile and continue play.

**Evaluation:** After collecting game boards and cards, have students either individually or in small groups create a T-chart of helpful and limiting factors of a bighorn's life.

See game boards and decks of cards in kit.

