Cades Cove Critter Crawl

A game about protecting wildlife while visiting Cades Cove



(Ages 3-9, Players 2-4)





https://www.nps.gov/grsm/planyourvisit/wildlife

viewing.htm

Wildlife viewing tips:

Attribution and Resources

https://www.nps.gov/grsm/planyourvisit/cadesc

<u>ove.htm</u>

Plan your visit to Cades Cove:

https://youtu.be/gsrzUL4I99A

How to fold a fortune teller:

Thanks for choosing to play Cades Cove Critter Crawl! At Cades Cove you have one of the best chances to view the wildlife of the Great Smoky Mountains. You also have a responsibility to help keep those animals healthy and protected.

OBJECTIVE

Be the first player to move your animal to the ⁽²⁾ and healthy column on the game board.

HOW TO SET UP

- 1. Fold this paper in half along its shortest axis and then in half again to make a four page booklet.
- Cut out the dotted line which outlines the fortune teller of the fortune teller page. Follow instructions on that page to make the fortune teller.
- Locate a coin or small object to use as a game piece for each player.
- Starting with the youngest player, place your game piece in the center column on an animal of your choosing.



Icons made by Freepik from www.flaticon.com

https://Int.org/learn/7-principles

Leave No Trace Practices:

The youngest player goes first. Have a different player hold the fortune teller closed.

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HOW TO PLAY

- player hold the fortune teller closed.
 2. The youngest player picks any of the four animals (bear, deer, red fox or turkey) on the fortune tellers flaps.
- 3. The player holding the fortune teller opens and closes the fortune teller in alternating directions based on the number printed above the chosen animal. End with the fortune teller open, exposing four possible choices--hiking, picnicking, photography and camping.
- The player whose turn it is then picks one of the four activities.
- Unfold the fortune teller and read the text for the selected activity.
- 6. Following the instructions the player moves their game piece towards ⁽ⁱ⁾ & healthy OR
 ⁽ⁱ⁾ & sick. This ends a turn.
- 7. Alternate taking turns using the instructions above with different players.
- A player wins when their game piece lands in the ⁽ⁱ⁾ & healthy column.



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