



Southern Brown Bandicoot

Bandicoot Chess of Life

There are three versions of this game, one is for a rainy day where students can make up their own playing board and pieces and play the game. The other version is for outside with students running around.

Game 1:

Student can make up, draw or copy their own animals pieces for the game. Each side needs two of each of the following animals;

Bandicoot
Cat
Fax
Rabbit
Human

Students should make their pieces small enough to fit on a board. They can colour in their pieces, life like colours would be much better. Below are some suggestions for animal shapes and sizes.

To make the playing board, draw squares on a large piece of cardboard or paper (suggestion: 4cm x 4cm squares) until the whole board is covered. Now that you have made the game, you can play it.

Game Rules:

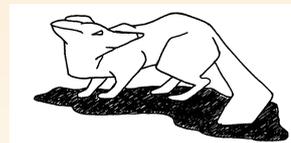
1. The aim of the game is to get one bandicoot from one side to the other side.
2. Each animal (except humans) can only move one square at a time. Humans can move three squares at a time, representing real life (e.g. cars, planes and trains.)
3. Humans are the most destructive force on the board. They can capture anything on the board if they land on it.
4. Foxes and Cats can capture each other, as well as bandicoots and rabbits.
5. Bandicoots are powerless against everything, except rabbits, which they compete against.
6. If both bandicoots from one player/side are taken, the game ends.



Cat



Human



Fox



Bandicoot



Rabbit



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Game 2

The next version of the game is the same game, but played outside. Students are tagged (by hats, colours or anything suitable) as each of the type of animals. Students then become the pieces, such as those on the board.

Running Game

In an area such as the oval (the larger the better), the students can play a running game where each type of animals has to either capture or escape from the other more powerful ones. The same game rules apply from the previous board game with Human being the most destructive and cats and foxes hunting Bandicoot and Rabbits. Once captured, student are out of the game until the next game, and the last Bandicoot alive wins. This version requires (depending on class size);

- 5 Bandicoots
- 3 Cats
- 3 Foxes
- 10 Rabbits
- 2 Humans

Squares Game

In an area draw square on the pavement with chalk or rope such as it represents the board from Game 1. Students are again tagged (by hats, colour or anything else suitable) as each type of animal. This game needs two of each animals such as the board game. They then take turns in moving around the life size board until either a bandicoot makes it to the other side or both bandicoots on one side are captured. The same rules apply as game 1.



Bandicoots???