

Activity 10

Design a Red Squirrel Board Game



Design a board game to show the dangers squirrels face and good things that help them thrive.

Ideas for good things for squirrels - extra go/move forward jumps:

- lots of nuts;
- hedgerow planted between woods;
- feeder in a garden;
- find a store of nuts.

Dangers - miss a turn/ go back:

- woodland cleared;
- new road built through wood;
- injured by fox;
- food store found by mice;
- snow;
- hedgerow corridor cut down;
- attacked by magpies;
- nut store gone mouldy.

The end for a squirrel - out of the game:

- killed by cat;
- killed on the road;
- starved to death;
- drowned in water trough.

You may have bonus squares (such as a hazelnut) allowing the player to move forward to the next blank square.

You may have penalty squares (an axe or chainsaw) where a player moves back.

Part of your track may look something like this:

