



Cooperative hunting game to illustrate the effects of a non-sustainable use of resources.



Learning experience



Topic

Sustainability



15 min



Participants

- Understand the need of cooperation
- Understand the effect of overhunting (and respective: the effect of non-sustainable use of resources)
- Are able to reflect on the need to cooperate, but to do so in a sense of sustainability



Suitable for  
outdoor sport instructors  
(and course participants)



Practical sessions



Outdoor F2F



Materials needed

- A soft ball
- A defined playing space depending on the number of participants



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## Preparation

Mark out a defined space from which it's not possible to exit (you can use backpacks, water bottles, rocks, to mark out the space). Then propose a scenario where the hunter has run out of food, and therefore must go out and hunt.

## Activity instruction

- Two players take the role of hunter. The rest of the group are now the prey.
- To catch the prey, hunters need to touch the prey with the ball. They are not allowed to throw it at the prey.
- In addition, hunters cannot run when they have the ball. This will require coordination through movement and passing to be able to touch one of the preys.
- When a prey has been touched with the hunter ball, it becomes a hunter. So on and so forth until the last prey is eliminated. We have done it!

## Reflection and discussion

After all prey has been eliminated the educator can facilitate some reflection, for a start this can focus on the need and concept of cooperation and the strategies the hunters were developing to being successful.

Players can describe their frustration for not achieving the goal if they fail to cooperate... and the satisfaction of achieving it when they coordinate with their teammates.

However, the success of the hunters leads to a situation where is no prey left in the end and the educator can raise the question of future nutrition.

*"Sometimes, when I have achieved my goals, I realise that they were not well sized, and that even if I achieve something in the short term, I lose it in the long term".*



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A good time to remember that mythical Indian proverb:

*"When the last tree is cut down, the last river poisoned, the last fish caught, only then will man discover that money cannot be eaten."*

To end the reflection, the group can reflect on effects of unsustainable use of resources or impact on fauna in their outdoor sport and what they can do to practice it more sustainably.



### Potential Variations

We can stimulate a greater sense of frustration at the start by manipulating the space (we can start with a slightly larger space and regulate it as the game progresses if necessary) or the type of mobile to be passed in order to achieve the game's objective. This will be useful for the metacognitive phase when reflecting on cooperation.



### Background knowledge

Background /examples on unsustainable use of resources helpful. This could be animals but also the use of a forest to explain about the principle of sustainability.

### Literature

Motor play. Cooperative games. Cooperation-opposition games.

Andueza, J., & Lavega, P. (2017). Incidencia de los juegos cooperativos en las relaciones interpersonales. *Movimiento*, 23(1), 213-227.

Galvagno, L. G. G., Periale, M., & Elgiser, A. M. (2018). Los juegos cooperativos y competitivos y su influencia en la empatía. *Horizonte de la Ciencia*, 8 (14), 77-86.

Goldar-Barreiro, M. (2020). La educación ambiental por medio de la gamificación y el aprendizaje cooperativo en la asignatura de Biología y Geología de 4º de ESO (Master's thesis).



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## Key words

#fauna  
#cooperation  
#sustainability



## Source

Inspired by games and forms of initiation play. An infinite number of proposals can be consulted, for example, in:

Aguilà, G. L., Lara, C., Nuviala, A. N., Santamaria, E., & Lavega Burgués, P. (2004). 1015 games and forms of initiation to team sports. Paidotribo.



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