



ACTIVITY 7

The Good, The Bad, and the Ugly



RANCH LIFE SERIES | BOOK 3 | RANCH WILDLIFE:
Chapters 1-6

Content Area
Science

Topic
Ranch Interactions

Objective
Students will understand the interactions of animals with each other and their environment.

Texas Essential Knowledge and Skills (TEKS):
2.10A, 3.10A, 4.10A, 4.10B, 5.10A, 5.10B





The Good, The Bad, and the Ugly

CONTENT AREA: Science

TOPIC: Ranch Interactions

GAME MATERIALS:

- RANCH LIFE: THE GOOD, BAD, AND THE UGLY GAMEBOARD (PAGE A7 - 3): 1 PER STUDENT TABLE GROUP
- RANCH LIFE: THE GOOD, BAD, AND THE UGLY GAME REWARD CARDS (PAGE A7 - 6-7): 1 PER STUDENT TABLE GROUP
- RANCH LIFE: THE GOOD, BAD, AND THE UGLY GAME CONSEQUENCE CARDS (PAGE A7 - 4-5): 1 PER STUDENT TABLE GROUP
- GAME TOKEN: 1 PER PLAYER
- DIE
- THE BOTTOM LINE (PAGE A7 - 8): 1 PER STUDENT OR STUDENT TABLE GROUP

READING STRATEGY:

- The activity will be completed after students have read chapters 1-6.

GAME INSTRUCTIONS:

1. Each group will need a RANCH LIFE: THE GOOD, BAD, AND THE UGLY GAMEBOARD, CARDS, die, and game tokens. Teacher Tip: The gameboard should be printed on legal sized paper and can be mounted in a file folder for easy storage. The game tokens can be any object to mark a student's spot on the gameboard.
2. After students read chapters 1-6, they will play the game.
3. To begin play, students will roll the die and the highest roll will go first.
4. Player 1 will roll the die. The students will move that number of spaces. If they roll a 1-3, they will draw a CONSEQUENCE card and follow the instructions on the card. If they roll a 4-6, they will draw a REWARD card and follow the instructions on the card.
5. After students move their game token they will keep their game card. They will need these cards when answering the THE BOTTOM LINE questions.
6. If a player lands on a Hank space,  they will move their token to the next Hank space on the gameboard and their turn ends.
7. Play continues until a player reaches the finish on the gameboard.

STUDENT SKILLS ASSESSMENT:

- Have students (or student groups) complete THE BOTTOM LINE worksheet at the end of the game.

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SECURITY BRIEFING –

WORDS OF WISDOM FROM HANK THE COWDOG:

*Life on a ranch may seem simple to some folks, but I assure you it is not. There is always something happening on the ranch with **predators** and **prey**. When you think about all the **animal interactions** on the ranch it is amazing! All the animals have **behaviors** that help them **survive** these interactions. Some have **defenses** they were born with like quills or a stinky musk. Others have behaviors that help them survive predators like **freeze, flight, or fight**. Sometimes...animal interactions are good, other times they are bad, and sometimes they are down right ugly. I am always on high alert, but ever once in a while, things go my way and I can have a lazy day napping in the machine shed. This game is going to let you experience some of the interactions I have encountered over the past year.*

ACTIVITY MATERIALS:

- RANCH LIFE: THE GOOD, BAD, AND THE UGLY GAMEBOARD
- RANCH LIFE: THE GOOD, BAD, AND THE UGLY GAME REWARD CARDS
- RANCH LIFE: THE GOOD, BAD, AND THE UGLY GAME CONSEQUENCE CARDS
- Game Token
- Die
- THE BOTTOM LINE

ACTIVITY INSTRUCTIONS:

1. After you have read chapters 1-6 you will be ready to play the game.
2. To begin play, each player needs to roll the die to determine who goes first. The highest number will go first.
3. Player 1 will roll the die. Move forward the number of spaces on the die. If they roll a 1-3, they will draw a CONSEQUENCE card and follow the instructions on the card. If they roll a 4-6, they will draw a REWARD card and follow the instructions on the card.
4. Once you move your token keep your game card on the table in front of you.
5. If a player lands on a Hank space,  they will move their token to the next Hank space on the gameboard and their turn ends.
6. Play continues until a player reaches the finish on the gameboard.

WRAP UP:

Fill out THE BOTTOM LINE worksheet after you have completed the game.

The Good, The Bad, and the Ugly



**USE THE GOOD, BAD AND THE UGLY GAMEBOARD
11X17 PAPER**

**AVAILABLE FOR DOWNLOAD AT
RANGLIFELEARNING.COM**

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| <p>I went deer hunting with Loper, but I forgot I was not supposed to bark and scare off the deer. It was just so much fun to see them run.</p> <p>Loper sent me home without dinner. Go back 3 spaces.</p> | <p>A feral hog wandered onto the ranch and destroyed Loper's whole field of peanuts! Why would this behavior be a problem on a ranch?</p> <p>I will be on watch tonight. No dinner for me. Go back 2 spaces.</p> |
| <p>Drought hits the ranch and the population of quail are down. The lack of grass on the ground leaves their nest exposed to predators. Why do you think this would have an impact on the quail numbers?</p> <p>Stopped to ponder. Go back 1 space.</p> | <p>Loper rides his horse over a turkey hen's nest and scares up the hen...which scares the horse. Why would the turkey act like that?</p> <p>I get in trouble for not alerting Loper to the nest...Phooey! Go back 2 spaces.</p> |
| <p>I played a good round of Scatter the Birds and got in big trouble with Sally May for scaring the turkeys away from the kitchen window.</p> <p>No special meal tonight. Go back 3 spaces.</p> | <p>I barked at a group of hawks called Mississippi Kites and they went into full defensive mode. They began dive bombing me. Would this behavior be freeze, flight, or fight?</p> <p>I had to seek shelter in the barn. Go back 2 spaces.</p> |
| <p>I got a little too close to a bobcat and got the snot beat out of me. Not my finest hour. I am going to need to take some time off to recover. What type of behavior did the bobcat display?</p> <p>Stay on your spot and lose your next turn.</p> | <p>I see a skunk wonder into the barn and I follow it in there...I can't resist! Next thing I know, I am barking at the skunk and chasing it around! Well, you can imagine what happens next...I got blasted by the skunk's musk! UGH... What type of behavior is the skunk displaying? Go back 5 spaces.</p> |

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| <p>I can't resist a porcupine moving lazily across the pasture. I move in to let it know who the boss is around here and... well...I got a whole snout full of quills. Loper must pull all my quills out with pliers! This is going to take a while. Stay on your space and lose a turn.</p> | <p>I was sleeping in the machine shed, minding my own business, when a raccoon knocked over the trash cans and made a huge mess. By the time I arrived, there was trash scattered everywhere. Well you guessed it, I got in trouble for not scaring them away. Go back 2 spaces.</p> |
| <p>A raccoon gets in Sally May's garden and eats her watermelon and makes a mess of the rest of the plants. Sally May came out swinging her hoe and somehow, I am in trouble for not scaring the coon off. I am sent to bed with no supper. Go back 1 space.</p> | <p>I got a tiny bit distracted when I saw a jack rabbit hop by. I love a good jack rabbit chase. Those critters are fast... much faster than me, but the chase is a lot of fun. Well...I might have gotten a little preoccupied and a coyote snuck in and got a chicken. I am in big trouble. Go back 5 spaces.</p> |
| <p>I might have decided to take an afternoon nap while a coyote slipped onto the ranch and ate all of Sally May's ripe plums that fell off the tree. The coyote is full and happy. Who do you think got in trouble for the feast? That's right...me! Go back 2 spaces.</p> | <p>I worked hard all day and decided to retire in the machine shop for the night. I was sawing logs when I was woken up by commotion in the barn. A bobcat got in there, made a mess, and then took off with a chicken from the coop! When is a guy supposed to get some sleep? Go back 2 spaces.</p> |
| <p>Loper and Slim chased quail all day but could not catch up to those sneaky critters. Every time they would get close the quail would take off running again. I might have caused them to run a couple times before I got sent back home. Go back 3 spaces.</p> | <p>I woke up in a bad mood and was barking at everything. I got the cattle worked up, the chicken squawking, and the turkeys running for their lives. All this excitement was putting me in a much better mood until Sally May came out with her broom...fun was over. Go back 3 spaces.</p> |

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| <p>I saw a bunch of deer near Sally May's garden and barked to scare them away. What do you think they were doing by the garden?</p> <p>Sally May gave me a bone from dinner for saving her garden. Go ahead 3 spots.</p> | <p>Loper and Slim have a successful deer hunt and cook up some meat on the mesquite campfire. They were feeling generous and gave me a bone and some gristle.</p> <p>I went to bed full. Go ahead 2 spaces.</p> |
| <p>I saved Plato from a feral hog one time when he stumbled on a momma with her babies. Why do you think this was a dangerous situation?</p> <p>My generous act of bravery has not gone unnoticed. Go ahead 3 spaces.</p> | <p>I helped with a successful dove hunt and Slim threw me the bones from his meal. I love when my humans are feeling generous.</p> <p>I went to be full. Go ahead 2 spaces.</p> |
| <p>A hawk kills a rabbit and leaves behind a mess. I know it is my job to clean up the mess or there will be unwanted predators show up on the ranch. Before I can get the job started a buzzard cleans up the mess for me.</p> <p>I have a little extra time now. Go ahead 1 space.</p> | <p>A coyote slips on the ranch and moves slowly into the chicken pin. I spring into action barking to scare the coyote and wake Loper. Loper came out with his gun and scared off the intruder.</p> <p>I was rewarded with a pat on the head. Go ahead 3 spaces.</p> |
| <p>Mountain lion tracks have been spotted on the ranch and Loper found a dead deer. I have been chosen to go on a walk about to look for clues. I will be covering a lot of ground today.</p> <p>Go ahead 3 spaces.</p> | <p>I see a raccoon sneaking into the barn to get the corn sacks stored for the winter. I sound the alarm and Loper grabs his gun. In no time flat, Loper scares the raccoon away and the disaster was diverted!</p> <p>I was rewarded with a nice bone. Go ahead 3 spaces.</p> |

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| <p>I worked with Pete, a rare occurrence, to get the mice out of the machine shop before they chew the wires on Loper's machines. I showed great maturity to work with such an annoying creature, but I must admit Pete is great at catching mice.</p> <p>Go ahead 3 spaces.</p> | <p>Sally May's favorite spoon went missing and I knew it had to be a pack rat. I snuck into the barn and found their nest. I carefully navigated the cactus spines and retrieved the spoon.</p> <p>Sally May was so proud of me she gave me a cut of the supper meat! Go ahead 3 spaces.</p> |
| <p>I dedicated 5 hours of my day to bunny patrol. I barked at the cattle guard pipe that concealed a cottontail rabbit. I kept the bunny in that pipe all day and when I heard the supper bell, I wondered back to fetch my dinner. It was a long day, but someone had to do it.</p> <p>Go ahead 2 spaces.</p> | <p>I saw Loper was leading his horse into prairie dog territory. The ground was full of deep holes and I knew that was no place for a horse. I barked and ran in circles around the horse until Loper noticed the danger. He was happy I alerted him to the holes and I got a piece of jerky.</p> <p>Go ahead 3 spaces.</p> |
| <p>I alerted Loper and Slim of a rattlesnake hiding in a prairie dog hole. They were very thankful, and they gave me some gristle from their campfire meal.</p> <p>I am a happy dog. Go ahead 3 spaces.</p> | <p>I noticed some mice eating the grain from the barn and I made the great barn owl aware of their presence. The owl may have already known there were mice, but I am going to take full credit for the tip.</p> <p>I saved the grain. Go ahead 3 spaces.</p> |
| <p>A raccoon dug a hole for easy access into the chicken coop. Sally May would be very mad if a raccoon got in and ate a chicken. I quickly filled the hole back up with my amazing digging skills and the chicken coop is safe for another night.</p> <p>Go ahead 3 spaces.</p> | <p>Sally May leaves feed out in front of the kitchen window, so she can watch the turkeys in the yard. I want to play a game of Scatter the Birds, but I fight every urge I have.</p> <p>I showed amazing restraint not chasing those turkeys. Go ahead 3 spaces.</p> |

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NAME: _____ DATE: _____

THE BOTTOM LINE

Complete the following questions after you have played the game.

1. Look at the cards you collected in the game. Sort the cards into like situations. For example, you might have two cards where the animals' defense was flight. Put those cards together. What categories of cards did you collect?
2. What did you learn about the interactions animals have with each other on the ranch?
3. What did you learn about the interactions animals have with their environment?
4. If you could pick an animal defense what would it be? Explain your choice.
5. Which animal do you think is the best adapted for ranch life? Explain your answer.
6. Do you think the inherited traits or the learned behaviors were the best defense for the animals on the ranch? Explain your answer.