

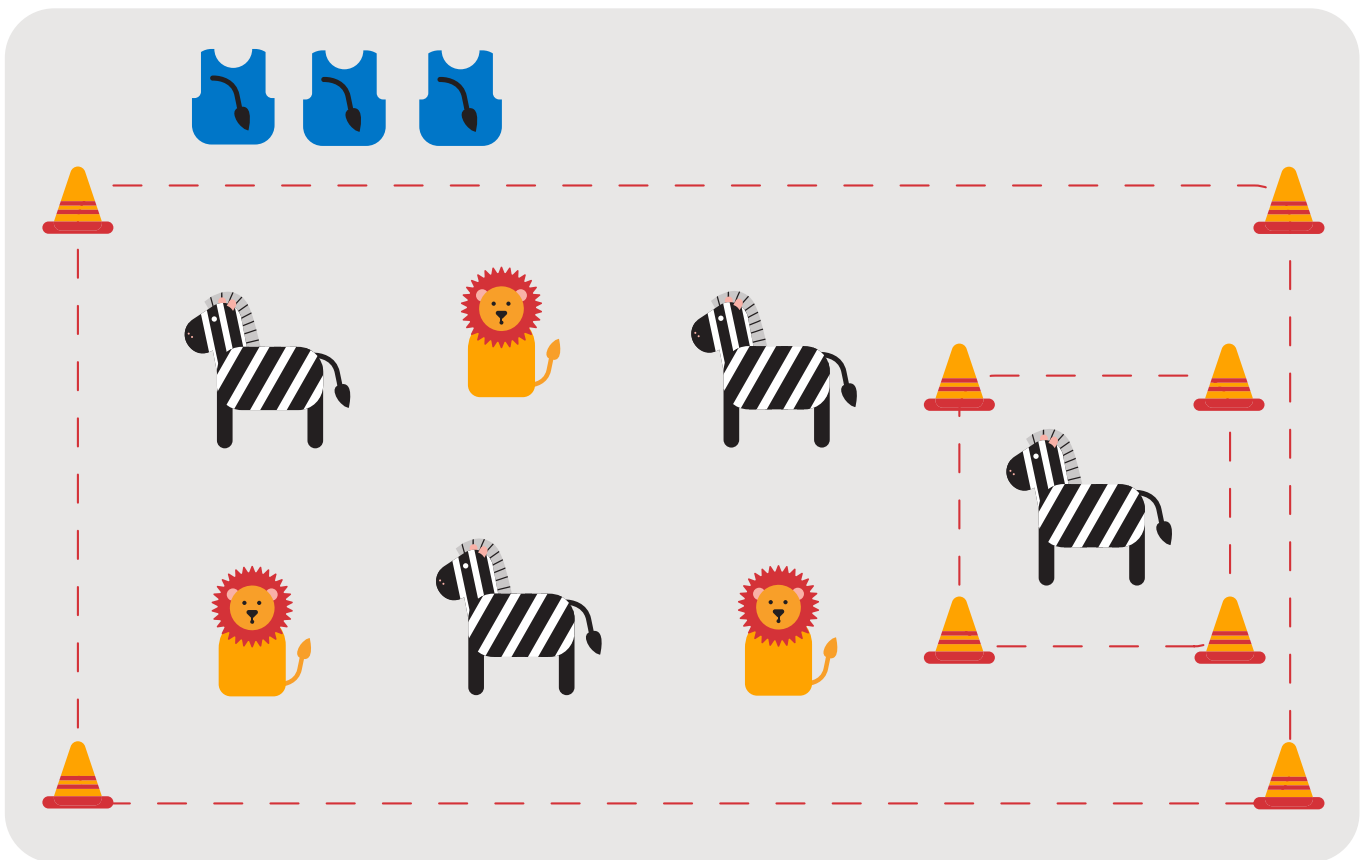
# LIONS AND ZEBRAS

## ACTIVITY GUIDE

Use a game of Lions and Zebras to explore the impact of fair play.

### EQUIPMENT

Cones to mark out the lions' den, bibs for lions, bibs or rugby tags for zebra tails



## HOW TO PLAY

### PART 1 - THE GAME

1. Set up a playing zone and a small lions' den area.
2. Depending on your group size, select 2-6 lions for the game (begin with around two lions for every six zebras). The lions should all wear the same coloured bib.
3. The rest of the group are the zebras. Give each zebra a bib for their tails (or use a tag rugby tag). They must all have their tails visible, tucked in on their side or back.
4. Set out a few spare bibs around the outside of the playing area.

5. The zebras can graze and move wherever they want inside the playing zone.
6. The lions must try and catch as many zebras' tails as possible. Once a lion has caught a zebra tail the zebra must wait in the lion's den. To be freed from the lion's den, another zebra must pick up a spare bib and deliver it to the captive zebra. Zebras can only deliver one tail at a time.
7. The game is over when all zebras have been caught.
8. Play the game a couple of times, swapping the lions and zebras.
9. Recap on the game, discussing what the rules are and why they are important.

## PART 2 - RULE CHANGES

1. Split the group into four smaller groups. Number the groups.
2. Groups one and three must come up with some rule changes to make the game fairer. E.g. more lions and/or a smaller playing area. Write these on the rule cards (see Lion and Zebras Rule Cards activity sheet).
3. Groups two and four must come up with some rule changes to make the game unfair. E.g. fewer lions, zebras can run, but lions have to walk. Write these on the rule cards.
4. Gather all groups together and get them to read some of their rules.
5. Pick a fair rule and an unfair rule. Play two more games of Lions and Zebras, using the fair rule in one game and the unfair rule in the other game.
6. After each game recap on how that rule impacted on the game. Ask the following questions.
  - Did the rule change the game? How?
  - Did the rule impact on the level of fairness in the game?
  - Was the game, still fun with this additional rule? If not, why not?
  - Would you keep this rule?

## EXTENSION – STEP

When creating new rules to make the game fairer, challenge pupils to think of ways to make the game more inclusive and accessible by using STEP. The examples can also be used to provide prompts/support for pupils as needed.

- **Space:** create a 'safe' zone where less ambulant zebras can rest; reduce the space to make it easier for the lions.
- **Task:** a zebra can still run around after their tail is caught – the goal is for the lions to win all the tails, not capture the zebras; change speed – walk instead of run.
- **Equipment:** don't provide spare tails; some zebras start with more than one tail.
- **People:** change the ratio of lions to zebras to make it easier or harder for each; zebras turn into lions once they are caught.