

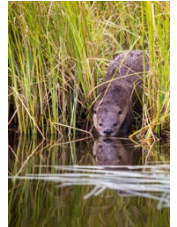


## From an Otter Point of View

### Play Like an Otter!

Play these games with campers to understand North American river otter behaviors and learn more about them through experiencing how these animals play and live.

#### **Otter Detective:**



Learn about the predator and prey relationships otters have with sea urchins. Players will use their senses to locate the sea urchin, similar to how otters use their senses in the wild.

1. Have all the campers sit in a large circle.
2. All the campers will close their eyes and cover their ears
3. The counselor will go around and choose two people:
  - If the camper gets tapped on the head, they become the Sea Urchin.
  - If the camper gets tapped on the shoulder, they become the Otter.
4. Once everyone is chosen, the camper designated as the Otter will stand up in the middle of the circle and move around.
5. The Sea Urchin will start a beat that everyone should follow.
  - The Sea Urchin should vary the beat by hitting their knees, clapping their hands, snapping their fingers, etc.
6. The Otter has three guesses of who the Sea Urchin is.
7. Once the Sea Urchin is found, they become the new Otter and the previous otter takes a seat in the circle.

## Quiet Otter:

Learn how otters communicate with each other through their senses, and become more aware of your own observational skills. Otters observe and learn from others, just as we do, too, as explored in “From an Otter Point of View.”



1. Have all the campers sit in a large circle.
2. Choose a volunteer to be the ‘Quiet Otter’ and have them sit in the middle of the circle.
3. Explain that the Quiet Otter in the middle has their eyes’ closed to simulate having to protect their food. Surround the Quiet Otter with the food (small items to represent river otter diet).
4. Explain to the group sitting around the circle (other hungry otters) that they will try to get the food from the Quiet Otter by sneaking into the circle—when tapped on the shoulder by educator—and taking one of the food items and making it back to their seat without the Quiet Otter ‘catching’ them.
5. The Quiet Otter ‘catches’ other hungry otters trying to steal food by pointing to them if hearing them approach and taking back the item. The hungry otter goes back to their seat.
  - The Quiet Otter can use one pointing hand, and must put their hand back in their lap after each point. The final decision to whether or not someone was caught lies solely with the person running the game!
6. Cover the Quiet Otter’s eyes. Explain to the rest of the group that it is important to be as quiet as possible in order to make the game fair. Start the game by tapping a hungry otter (circle member) and sending them in.
  - Keep track of who has gone into the circle. You may tap more than one at a time to make the game more interesting and to make each round a little shorter.
7. The round ends when either the Quiet Otter loses all their food or when all the hungry otters around the circle have attempted to take food from the Quiet Otter.
  - The Quiet Otter may lose their all their food, but this illustrates the difficulties of surviving in the wild!
8. Continue as many rounds as you have time for—each round should only take about 3-4 minutes.