

<p>Age: 7-11</p> <p>Time: 30 minutes</p>	<p>Saldo Island, A Very Unfair Game</p> <p>An active game, played in a field or other natural setting. You will need a basketball court-sized space for a group of 12, a larger space for more players. The area can be wooded, but should be fairly level.</p>
<p>You will need:</p> <ul style="list-style-type: none"> • 12-30 players • A permanent marker • Hats or small bowls, one for every 5 players • A watch to mark 15 minutes of play <p>Do Ahead: A few minutes before starting the game, set up a playing field of bases, with about one base for every 3-4 players. The bases can be large flat stones, a tree stump or someone's hat, but should be big enough to hold a few stones and a few flowers and spaced 10-20 feet apart.</p> <p>Divide your players into two groups. Ask the members of one team to locate five stones per team member, each stone about the size of one of their thumbs (they should be able to hold four of them in one hand comfortably). Using the permanent marker, ask them to draw a star or other distinguishing mark on each stone. Meanwhile, the other team will pick flowers, weeds or long grass to make into strands – five per player. Ask all players to help to braid or otherwise knot these together into strands, so that they are easily distinguishable from other flowers or weeds, and so that 4 are easily carried in one hand. Place 2 stones and 2 flowers on each base before starting the game.</p> <p>WHAT TO DO: The game is played in two phases.</p> <p>Phase 1: Players are divided into two groups – the Volos and the Cassies. The Volos and Cassies live on a beautiful island. Each Volo starts the game with 4 seeds (the stones) and each Cassie with 4 flowers (the braided strands). Phase 1 is timed to last 15 minutes.</p> <p>To survive, Volos need flowers. They get them by leaving a seed on a base and taking a flower. Cassies need seeds to survive, and to get them, they must leave one flower on the base and take one stone, then find another base where they can make an exchange. They cannot visit the same base two times in a row. To move, Cassies must hop from place to place. Volos must flap their wings as they walk or run. When a player has exchanged all four seeds or flowers for the other</p>	

kind, they have made it through one **season**. At the end of a season, a Volo becomes a Cassie, and vice versa. The winner(s) is the animal that has made it through the most seasons / morphed species the most times during the 15 minutes of the game. If there is a tie, it is permissible to have an overtime session for the tied winners. In the overtime session, players start with the seeds and flowers they were holding when the first session ended and play for another five minutes. If these players still have the same number of seasons at the end of overtime, then there is more than one winner. Move on to Phase 2.

Phase 2: There is a newcomer on the island – a **Fleecer**. The winner of Phase 1 will play as a Fleecer. Cassies and Volos follow the same rules as they did in Phase 1 – flapping and hopping as they move, exchanging two flowers for two seeds as before. There is only one Fleecer, but she plays by a different set of rules.

Fleecers can run as fast as they like, and bring nothing to trade. They eat seeds, and they eat a lot! They collect two seeds each time they visit a base, leaving nothing in trade. No player, including Fleecers, may visit the same base two times in a row – they must change bases every time. Fleecers may take two seeds at a time and when they have collected eight seeds, they put those eight seeds into their cache outside the boundaries and tap one of the Cassies on the shoulder – that Cassie is now a Fleecer. Volos continue as before, flapping their wings and exchanging 2 seeds for 2 flowers whenever they can. When Volos have no seeds to give, they are unable to trade, and must leave the field; they are out of the game. Fleecers must continue collecting seeds as long as they can. If they cannot find any seeds to collect they are out of the game.

TALK IT OVER:

Reflect: During Phase 1 of the game, what was happening between the Cassies and Volos? Were there more Volos or Cassies left at the end of the game? Was the number about the same, or much different than at the start?

During Phase 2, who won? Who lost? Why?

Was the game fair?

Which part of the game was more fun – the first half or the second half? Which lasted longer?

Apply: In nature, animals are born and die, but the number of animals in a forest, lake or field doesn't usually change much from year to year unless a disruption occurs. The Fleecers multiplied and threw off the balance. Can you think of situations in nature that are like this game? Were the Fleecers an introduced species? An invasive species?