

MEERKAT SENTRY SURVIVAL GAME

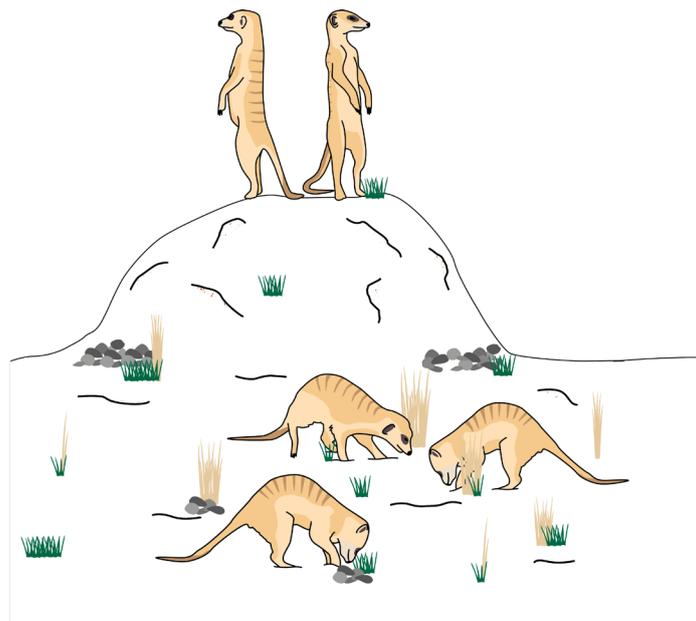
Meerkats live in the deserts and grasslands of southern Africa, in groups of up to 50 individuals, known as a “mob of meerkats”. A meerkat mob spends the day foraging for food, looking after their burrows and babysitting young meerkats.

(Fun fact: Meerkats eat insects, some fruits, small mammals, birds, spiders, scorpions and small snakes!)

While all this activity is going on, it can be hard for meerkats to watch out for danger. This is where some meerkats have the most important job in the mob... sentry duty!

To make sure no meerkat is hunted, the sentry meerkat will find a “lookout point” and stand on their back feet as high up as possible and watch out for danger. If the sentry spots anything dangerous they sound the alarm.

Meerkats can make many different alarms depending on the danger. The danger might come from the sky or the ground and they might have to hide or even fight to stay safe.



The Game

This game can be played by lots of people. One person will be the “sentry” while everyone else will be the rest of the meerkat mob. The meerkat mob will pretend to be foraging for food.

The sentry is going to look out for 3 different dangers and each danger will need a sound so that the meerkats know what action to take to escape being eaten!

The sentry can choose which danger they spot and when to make the calls. Each meerkat must take the right action for each noise to avoid being eaten! When they get it wrong, they are “out”.

The last meerkat standing wins!

LEARN AT CHESTER ZOO

Danger 1:

The sentry spots an eagle flying overhead, it might try and eat one of the meerkats.

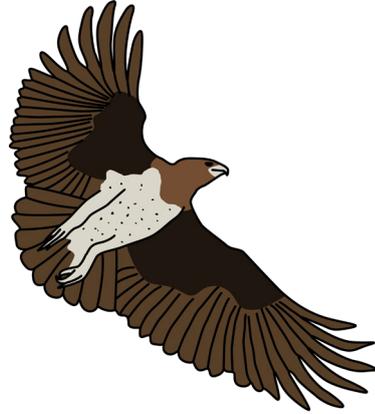
Sentry:

Make a sound to warn the mob
(Example sound: "Caw caw, Caw caw")

Mob:

When you hear this sound, you must run to your burrows.

Action: *place your arms over your head and pretend to be hiding underground*



Danger 2:

The sentry spots a snake slithering towards the group. The mob will need to fight it together.

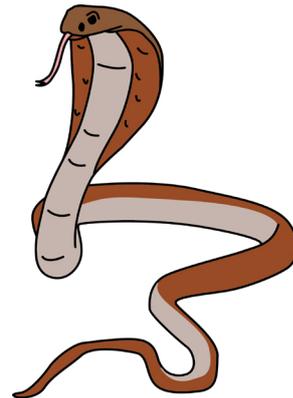
Sentry:

Make a sound to warn the mob
(Example sound: "Hissssss")

Mob:

When you hear this sound, you must try and scare the snake away.

Action: *make your scariest face and growl*



Danger 3:

The sentry spots another meerkat mob approaching, they might try and steal your burrow and territory!

Sentry:

Make a sound to warn the mob
(Example sound: "AOOOGA" like a horn noise)

Mob:

When you hear this sound, you must gather to make the group look as big as possible and then do a "war dance" to scare the other mob away.

Action: *Stick your "tail" (bottom) out and shake it all about!*

