

# Science in the Language Class

## Busy Beaver

How to Play

For further activities  
[tinyurl.com/scilangclass](http://tinyurl.com/scilangclass)



Scottish Government  
Riaghaltas na h-Alba  
[gov.scot](http://gov.scot)

# Busy Beaver

Biobhair Trang

This board game is designed for learning about habitat, range, adaptations, diet, breeding and re-introduction of the beavers. The 'busy beaver' cards add a fun element which use various language & literacy skills.

## Contents:

Busy Beaver game board

7 x question & answer cards

4 x Busy Beaver cards

## Requirements (not included):

dice

6 x playing pieces

## How to play:

Each player chooses a colour playing piece.

Each player takes it in turn to roll the dice and move the relevant number of spaces.

Follow any instructions which are given on the game board.

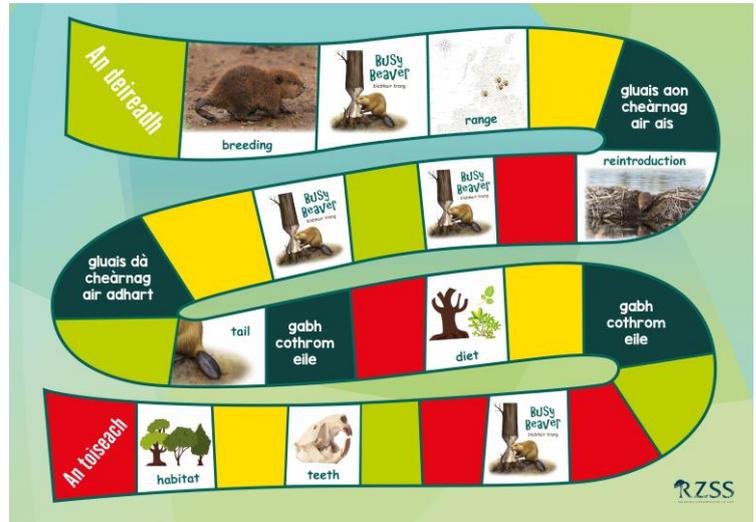
If a player lands on the question card squares, the player looks up the relevant topic (habitat, teeth, diet, tail, reintroduction, range and breeding) from the question cards. The player reads out the question on the card. All players discuss. The player can then turn over to find the answer and some additional information.

If a player lands on the 'busy beaver' squares, the player has to pick one of the busy beaver cards. Follow the instructions on the busy beaver card, then mix the card back randomly into the set of four. These cards are designed to be used a number of times. Answers for the 'busy beaver' questions have to be in Gaelic. The questions are designed to keep the players busy!

The 'busy beaver' cards are a fun way to reinforce numbers, colours, weather and parts of the body in Gaelic. You can also relate the activities to the beaver – for example, counting how many sticks the beaver needs to build a dam; finding all the different colours in the forest; the different weather and of course the different parts of the beaver's body.

Blank squares are useful for the teacher to ensure all the activities in the game are covered. Use these squares as 'chance' squares and make up scenarios in order to move on to squares you want the pupils to go. For example, *'there was a storm and the beaver's dam was destroyed, move back 'x' spaces'* with 'x' being the number required to land where you want – i.e. the diet square because it hasn't been covered yet or another busy beaver square. Another example is for them to name the colour of the square in Gaelic and then move forward or back 'x' squares. For example, *Dè an dath a tha seo?* What colour is this? Alternatively for a quicker game, blank squares can just mean blank squares.

Sample answers are provided on the following pages.



# Busy Beaver Game

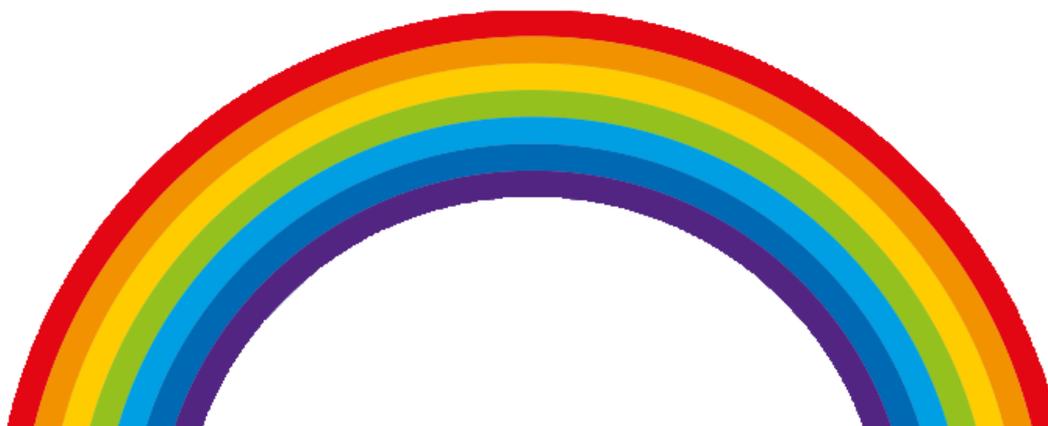
## Àireamhan

1	a h-aon	26	fichead 's a sia	51	caogad 's a h-aon	76	seachdad 's sia
2	a dhà	27	fichead 's a seachd	52	caogad 's a dhà	77	seachdad 's seachd
3	a trì	28	fichead 's a h-ochd	53	caogad 's a trì	78	seachdad 's h-ochd
4	a ceithir	29	fichead 's a naoi	54	caogad 's a ceithir	79	seachdad 's naoi
5	a còig	30	trithead	55	caogad 's a còig	80	ochdad
6	a sia	31	trithead 's a h-aon	56	caogad 's a sia	81	ochdad 's a h-aon
7	a seachd	32	trithead 's a dhà	57	caogad 's seachd	82	ochdad 's a dhà
8	a h-ochd	33	trithead 's a trì	58	caogad 's a h-ochd	83	ochdad 's a trì
9	a naoi	34	trithead 's a ceithir	59	caogad 's naoi	84	ochdad 's a ceithir
10	a deich	35	trithead 's a còig	60	seasgad	85	ochdad 's a còig
11	aon-deug	36	trithead 's a sia	61	seasgad 's a h-aon	86	ochdad 's a sia
12	dhà-dheug	37	trithead 's a seachd	62	seasgad 's a dhà	87	ochdad 's a seachd
13	trì-deug	38	trithead 's a h-ochd	63	seasgad 's a trì	88	ochdad 's a h-ochd
14	ceithir-deug	39	trithead 's a naoi	64	seasgad 's a ceithir	89	ochdad 's a naoi
15	còig-deug	40	ceathrad	65	seasgad 's a còig	90	naochad
16	sia-deug	41	ceathrad 's a h-aon	66	seasgad 's a sia	91	naochad 's a h-aon
17	seachd-deug	42	ceathrad 's a dhà	67	seasgad 's a seachd	92	naochad 's a dhà
18	ochd-deug	43	ceathrad 's a trì	68	seasgad 's a h-ochd	93	naochad 's a trì
19	naoi-deug	44	ceathrad 's a ceithir	69	seasgad 's a naoi	94	naochad 's a ceithir
20	fichead	45	ceathrad 's a còig	70	seachdad	95	naochad 's a còig
21	fichead 's a h-aon	46	ceathrad 's a sia	71	seachdad 's a h-aon	96	naochad 's a sia
22	fichead 's a dhà	47	ceathrad 's a seachd	72	seachdad 's a dhà	97	naochad 's a seachd
23	fichead 's a trì	48	ceathrad 's a h-ochd	73	seachdad 's a trì	98	naochad 's a h-ochd
24	fichead 's a ceithir	49	ceathrad 's a naoi	74	seachdad 's a ceithir	99	naochad 's a naoi
25	fichead 's a còig	50	caogad	75	seachdad 's a còig	100	ceud

## Busy Beaver Game

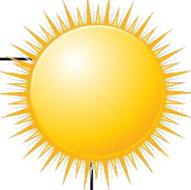
Dathan

red	dearg
orange	orains
yellow	buidhe
green	uaine
blue	gorm
indigo	guirmeán
purple (use purple for violet)	purpaidh



## Busy Beaver Game

### An t-side

It is sunny.	Tha i grianach.	
It is cloudy.	Tha i sgòthach.	
It is raining.	Tha an t-uisge ann.	
It is snowing.	Tha sneachd ann.	
There is thunder and lightning.	Tha tàirneanaich agus dealanaich ann.	

### Ràithean

spring	an t-earrach
summer	an samhradh
autumn	am foghar
winter	an geamhradh

### Teòthachd

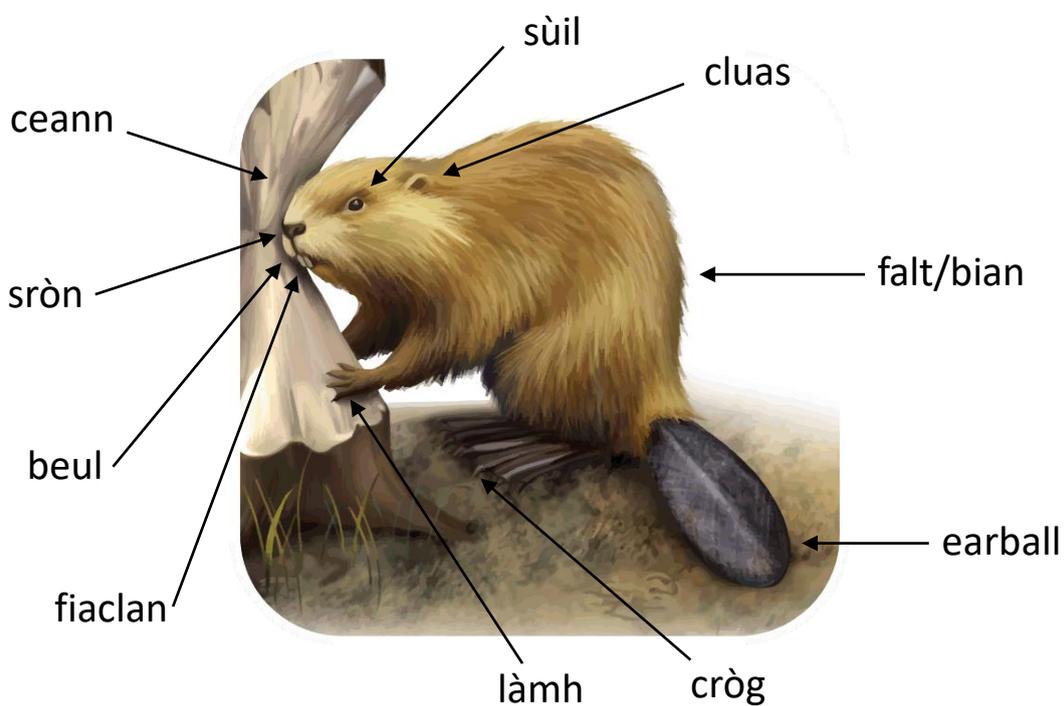
It is warm.	Tha i blàth.
It is hot.	Tha i teth.
It is cold.	Tha i fuar.
It is freezing.	Tha i reòite.

## Busy Beaver Game

### A' Bhodhaig

head	ceann
eye	sùil
ear	cluas
nose	sròn
mouth	beul
hand	làmh
teeth	fiaclan
hair	falt
fur	bian
tail	earball
claw (on mammals)	cròg

[claw for a bird is spor]



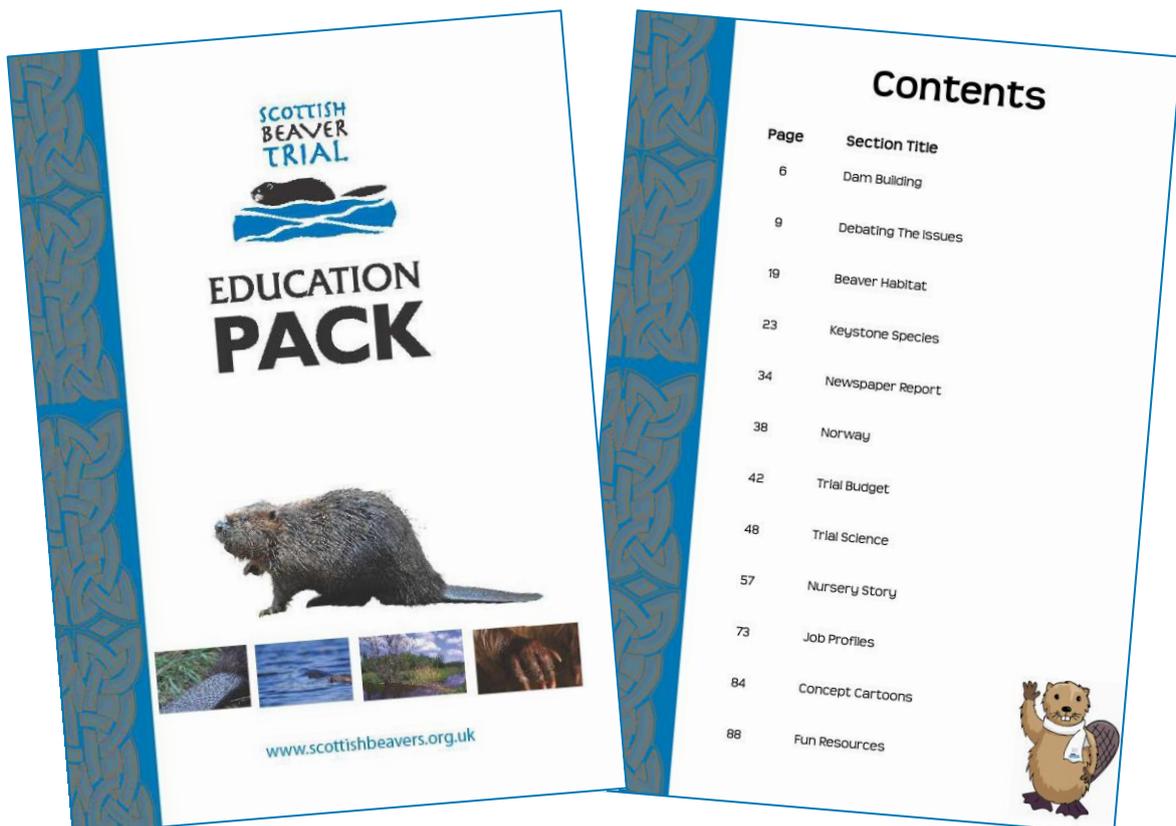
## Additional Information

### Reintroduction of beavers to Scotland

There are many other reasons for the beaver reintroduction which were not listed on the answer card. In particular, please note these counter arguments to some of the reasons which were listed against bringing beavers back:

- Beaver dams can help reduce the risk of flooding lower down in river systems. *This is a counter-argument to the point that some farmers are worried about the flooding issues.*
- Beaver dams in an area can act as natural filters that keep sediment and toxins from flowing into streams and on into the oceans. *This is a counter-argument to the point that some companies are worried about water quality.*

Further information along with an education pack about the beaver reintroduction is available from [scottishbeavers.org.uk](http://scottishbeavers.org.uk)



# Busy Beaver Game

## CfE experiences and outcomes

<b>SCN 2-08a</b>	'I can discuss the environmental impact of human activity and suggest ways in which we can live in a more environmentally-responsible way.'
<b>SCN 2-20a</b>	'Through research and discussion I have an appreciation of the contribution that individuals are making to scientific discovery and invention and the impact this has made on society.'
<b>LGL 2-08a</b>	'I have worked on my own and with others to understand texts using appropriate resources. I can read and demonstrate my understanding of sentences and simple texts containing familiar language.'

## Extension suggestions:

### Gaelic Language

Having reinforced the vocabulary for numbers, colours, weather and parts of the body form simple sentences using the vocabulary.

Create your own additional Busy Beaver cards on other relevant topics.

### Science & Environment

Find out more about the RZSS beaver reintroduction –

**RZSS help increase beaver population in Knapdale - YouTube**

<https://www.youtube.com/watch?v=M1kPvEXIcWo>

**New beaver kit captured on film at Knapdale - YouTube**

<https://www.youtube.com/watch?v=kgQEJiS9hR4>

### Acknowledgements

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