RZSS Confucius Classroom

苏格兰皇家动物协会孔子课堂

China Mobile Library

中国移动图书馆

Outreach: Endangered Species

拓展：濒危物种

in partnership with

[Logos of partnering organizations]
**Endangered Species Game**

This board game introduces four Chinese animals – Amur tiger, Steller’s sea eagle, Sichuan bharal and the giant panda. It includes challenge cards to discover facts and threats facing these animals and uses the Mandarin translations to investigate some common Chinese vocabulary.

**Contents:**
- Endangered Species Game Board
- Amur tiger fact, threat & language challenges (5 cards)
- Sea eagle fact, threat & language challenges (5 cards)
- Bharal fact, threat & language challenges (5 cards)
- Giant panda fact, threat & language challenges (5 cards)

**Requirements (not included):**
- 6 x playing pieces
- 20 white counters (termed white conservation counters)
- 12 red counters (termed red conservation counters)
- dice (if possible a Chinese character dice)

**How to play:**
- Each player chooses a colour playing piece.
- Each player takes it in turn to roll the Chinese character dice and move the relevant number of spaces.
- Follow any instructions which are given on the game board.

If a player lands on an ‘enter an animal pathway’ square, the player rolls the dice again and enters the pathway leading from it, shown by the direction of the red arrow.

If a player lands on a ‘THREAT’ square, the player takes one of the related animal threat challenges and discusses the challenge with the other players. The player can collect a red counter. Each time a player lands on an animal THREAT square, a different THREAT challenge should be taken. There are 3 THREAT challenges for each animal. If all THREAT challenges for that animal have been taken, continue play. [Game ends when all 12 THREAT challenges have been completed.]

If a player lands on a ‘FACT’ square, the player takes the FACT challenge of the related animal. Each player should try to name a different one each time someone takes the challenge.

If a player lands on a ‘LANGUAGE’ square, the player takes the LANGUAGE challenge of the related animal. Each player should try to name a different word each time someone takes the challenge.
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How to play: (continued)
A player stays on the animal pathway for consecutive turns until they have passed through. On completing an animal pathway, the player collects a white counter.

Players can enter the same animal pathway any number of times within the game as long they have either landed on the relevant entrance square or on the ‘Move to any animal pathway entrance square’.

Video:
The video shows a teacher training session and this provides an opportunity to see the game in action.

Game cards:
We would advise grouping the cards for each animal together with binder rings as seen in the video, resulting in 4 sets of 5 cards.

The lesson outcomes of the game:
• to recognise some complex and unfamiliar Mandarin phrases and demonstrate the relationship to more common and familiar vocabulary
• to know and understand some of the threats animals face in the wild today
• to explore ways in which we can contribute to conserving our world and its wildlife

The game ends either after a specific time limit or when all THREAT challenges have been completed and therefore all 12 red counters have been collected.

The player with the most counters can be declared the winner.
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Suggested activity
The following activity is suggested before playing the game in order to introduce the students to the animals, their habitats and threats facing them. The game will then reinforce this knowledge and also lead to discussion of some solutions to the threats.

It is also recommended that the following words and phrases in Mandarin should have been introduced to the students before playing –

- words relating to water, for example: sea, ocean, stream, river, water, etc.
- compass directions: north, south, east west, northeast, northwest, southeast & southwest
- words & characters with the radical shān 山 in them, for example: mountain, cliff, island, etc.
- common adjectives, for example: big, small, long, short, etc.

See pages 5-13. Full glossary is included in Endangered Species – A Language Case Study.

Resources:
Animal cards; habitat cards; threat cards

Method:
Set up 3 workstations –
1. Animal
Looking at the animal cards which show the teeth and/or picture of skull, match to the correct food card. Extension – match the animal cards to the correct teeth cards.
2. Habitat
Using the habitat map and key, match the animal cards to the correct habitat.
3. Threats
Looking at the threat cards which show the main threat to the animal, match to the correct animal card.

Please note that word cards are provided both in English and Mandarin and in Mandarin only for more advanced learners.
Language Challenge
Language Challenge – water related words

sea

dà hǎi

大海

ocean

hǎi yáng

海洋

stream

xiǎo xī

小溪

river

jiāng or hé

江 or 河
Language Challenge – water related words

**water**

shuǐ

水

**drop of water**

shuǐ dī

水滴

**raindrop**

yǔ diǎn

雨点
Language Challenge – directions

east

dōng

south

nán

west

xī

north

běi
Language Challenge – directions

northeast  dōng  běi

southeast  dōng  nán

northwest  xī  běi

southwest  xī  nán
mountain

island

hillock

peak

Language Challenge – mountain radical

mountain  shān

island  dǎo

hillock  gāng

peak  fēng
gorge

mist

to go out

years old
big
dà
大
small
xiǎo
小
long
cháng
长
short
duǎn
短
Language Challenge – adjectives

- **thin**: báo
- **fat**: pàng
- **high**: gāo
- **low**: dī