



# Hunter-Gatherer

## You will need

- N/A

## Activity Details

Time: 5 minutes

£ £

Indoors & Outdoors

**B / C**

## Before you begin

- This short game is great for introducing the younger sections to the Stone Age.
- The Stone Age could be used as a theme when completing the badge.
- Ideally, first introduce the young people to archaeology and also check that they have some knowledge of the Stone Age (for example, when it was and how people lived).
  - BBC Bitesize have a great introduction to the subject of Hunter-Gatherers and the Stone Age: <https://www.bbc.co.uk/bitesize/topics/z82hsbk/articles/z34djxs>
- This game is loosely based on 'Duck, Duck, Goose', but instead you have 'Hunter' or 'Gatherer'.
- With the young people, think of some things Stone Age people might have eaten, and discuss how they would have acquired these foods, e.g. mammoth or reindeer meat (hunted), berries or nuts (gathered)

## Activity

1. All the young people sit or stand in a circle.
2. One person is selected to be an item of Stone Age food, something that would have been hunted or gathered.
  - a. If the item selected would have been hunted, the game is 'Gatherer, Gatherer, Hunter'.
  - b. If the item selected would have been gathered, the game is 'Hunter, Hunter, Gatherer'.



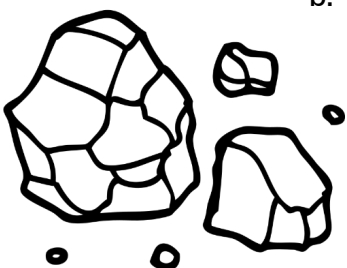
### Example Game – 'Gatherer, Gatherer, Hunter'

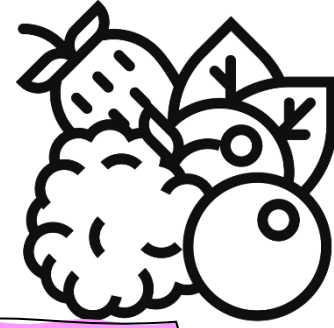
3. The 'berry' walks round the outside of the circle, tapping each player on the shoulder saying 'Hunter'.
4. After tapping the shoulders of a number of players, saying 'Hunter' each time, the 'berry' then taps the next person's shoulder saying 'Gatherer'.

This person becomes the 'Gatherer' and chases the 'berry' around the outside of the circle, racing to be the first back to the Gatherer's spot, where they should sit down.

The 'Gatherer' tries to catch ('tag') the 'berry' before the 'berry' has completed their run around the whole circle.

- a. If the 'Gatherer' succeeds, they re-join the circle and the 'berry' starts again at step
- b. If the 'Gatherer' does not catch the 'berry' before the 'berry' runs around the whole circle and takes their place in it, the 'Gatherer' then becomes the 'Berry'.





## Reflection

What do you think a Stone Age diet consisted of? Do you think it would have been important to be able to hunt and gather? Would they have just been hunting and gathering for food?

The Stone Age diet may not be like ours today, but it was made up of lots of components, both animal and fruit.

People in the Stone Age were also very resourceful, they didn't want to waste any resources and used as much as they could, for example, animal skins could be used for clothes and shelter.

## Make it accessible

This game can be done sitting down, standing up, running, walking, it can be adapted to best suit the group of young people taking part.

Adults can join in to control the pace of the game, or help the young people out.

## Safety

Young people can get quite excited when playing a game, so make sure to discuss and agree the safety rules before beginning, and be sure to slow them down if necessary.

Ensure there are no trip hazards near to the circle.

## Youth Shaped Guidance

Encourage the young people to think of different items, to help them to explore the Stone Age Diet.

You/they could alternatively choose completely different words for a different time period or topic within archaeology.

