Wild Wapiti Identity Cards

**Elk Identity Cards**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Calf Elk**Walk slow, stay behind your mother elk and hold on to her apron strings and hold on to a rattle with your other hand.  | **Mother Elk**Walk slow so you can keep track of your baby elk, wear an apron and allow your baby elk to hold on to your apron ties. | **Healthy Bull Elk**Wear antler head gear and walk slow with confidence (strut).  | **Old Elk**Use a cane, walk bent over and slow with one foot (hoof) directly in front of the other. | **Weak Elk** (Due to rut exhaustion, physical injury, or malnourished)Put your arms straight down by your side. Walk with straight legs and wobble back and forth.  |

\* To keep track of elk identity during the game, put each type of Elk Identity Card on a different colored index card (i.e., calf elk-white; mother elk-green; bull elk pink; etc.). Make fewer Healthy Bull Elk cards since elk herds usually have only one dominate bull elk.

**Wolf Information Cards**

|  |  |
| --- | --- |
| **Single Wolf**Avoid healthy Bull Elk because their antlers can cause you harm. Seek out the young, old, and weak elk to get your greatest return for your energy expended. \*Only make one kill per round\* You must stay on an imaginary line. You may walk, hop or skip to catch your prey.\* Raise your hand once you have caught your one prey  | **Wolf Pack**Develop a plan and work together to single out your prey. Avoid healthy Bull Elk because their antlers can cause you harm. Caution, mother elk may be very protective of their young. Seek out the young, old, and weak elk.\*Do not make more than two kills per round (year)\*You must stay on an imaginary line. You may walk, hop or skip to catch your prey\*Raise your hand once you have caught two prey |