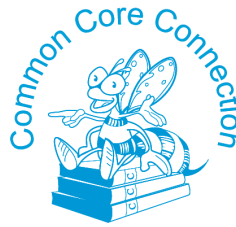


Lesson Plan



Note: This activity adapted from <http://www.activityvillage.co.uk/stealing-bundles>.

Time Needed:

1 class period

Materials (for each student or group of students):

- *Natural Inquirer* Scientist & Engineer Cards
 - 30 cards for 2 players
 - 100 cards for 3-5 players

“Stealing Bundles” introduces students to a diversity of natural resource science and engineering careers in the USDA Forest Service, as well as introduce students to the diversity of people who are scientists or engineers. Students compete throughout the game to have the largest “bundle” of scientist and engineer cards, and the person with the most at the end of the game wins.

Methods:

Prep

Order a free set of *Natural Inquirer* Scientist and Engineer Cards (<http://www.naturalinquirer.org/Scientist-Card-Ordering-Page-v-155.html>) or print out a set of cards from the *Natural Inquirer* website.

Day One

Each player in the game is dealt four scientist and engineer cards which are kept separate and face-down. Then, another row of four cards is put face-up in the center. The rest of the cards are put aside.

Before the players begin taking turns, each player should quietly read the front and back of their four cards. Once the four cards have been completely read, players should place the cards face-up in front of themselves. Players should wait quietly until each player has completed reading their four cards.

The player to the left of the dealer has the first turn. In each turn, a player makes one of three moves: (a) “steal” center cards, (b) “steal” another player’s bundles, or (c) “trails.”

- **“Steal” center cards:** If one of the player’s four cards matches a card, or cards, in the center (i.e., biologist and biologist, meteorologist and meteorologist, etc.), the player can “steal” those cards from the center. The stolen cards must be stacked on top of the player’s matching card, making a “bundle.”
- **“Steal” another player’s cards or “bundles”:** If one of the player’s four cards matches a card on the top of another player’s “bundle,” the player can steal the “bundle” and add it to their own “bundle.”
- **“Trails”:** If the player’s cards don’t match the center cards or the top card of another player’s bundle, the player must add one of their cards to the center face-up.

During each players’ turn, regardless of which of the three moves (a-c) the player makes, the player must introduce one new card to the other players. To introduce the new card, the player must read the scientist or engineer name, title, and one interesting fact from the card.

When a player makes or steals a new “bundle” on later turns, it must added to the top of their existing “bundle.”

When a player no longer has all four of their original cards, they are dealt four new cards and must continue adding to their original “bundle.”

RULES

- Players must go in order throughout the entire game.
- Players must steal center cards or steal “bundles” from other players if it’s possible. Players are not allowed to “trails” if they are able steal center cards or steal “bundles.”
- All cards which use “Research” in the person’s title (i.e., Research Ecologist) should be played as an Ecologist.
- Once all the cards have been dealt, and all of the cards have been played, the player with the most cards in their “bundle” wins.