

Hen House Party: Facilitator Directions



It's a party in the hen house! But who has been invited?

Hen House Party is based on the popular party game "Who Am I?". Participants ask yes/no questions as they try to figure out which breed of chicken is taped to their back.

Materials:

- Desired Field Guide pages (1 set per youth)
- Desired Field Guide Posters (1 per breed)
- Chicken pictures (1 per youth or 1 per pair)
- Notetaking sheets (1 packet per youth)
- Writing utensils
- Tape
- Clipboards (optional)

Before the party starts:

Decide how many breeds you want to include in the flock. Although "Who Am I?" usually assigns each person to a unique mystery identity, farmers often have more than one of the same breed of chicken in their flocks. You certainly can choose to play Hen House Party that way, although the Field Guide may become cumbersome for some students. Unless you are working with youth who are very strong readers or youth who already possess a great deal of knowledge about different chicken breeds, select 3-6 different breeds for your party, depending on the size of your flock. This gives you some flexibility in matching breeds to your youth and your program.

If you plan to use Hen House Party multiple times, it may be worthwhile to print and bind the entire Field Guide so that it is sturdy enough to last. In this case, you could choose to pair youth to make the Field Guide search more manageable. Other strategies could include flagging the selected breeds for that day or listing the breed names on a whiteboard so youth don't have to search through the entire Guide. You can then reuse this activity throughout the unit, giving youth the opportunity to learn about all of the featured breeds. You can also make the Notetaking sheets reusable. Print the pages on cardstock, and then laminate them. Youth can then write on the laminated sheets with transparency markers or dry-erase markers. Provide youth with old, clean socks, or clean, cut-up T-shirts to use as erasers.

Once you know the breeds that will be in attendance, print out those Field Guide pages, Field Guide Posters, and Chicken pictures only. You do not need to print all of the Field Guide pages or Posters unless you plan to use all of the breeds. Tape the Field Guide Posters to indicate where each breed should "roost" in the "coop" once the chickens have figured out who they are. Make enough copies of the selected Field Guide pages for each participant; then staple or paperclip the Field Guide pages together. Print enough copies of each selected Chicken picture so that the number of "chickens" is about the same for each breed.

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When the guests arrive:

Provide each "guest" with a copy of the Field Guide, a Notetaking sheet, a writing utensil, and, optionally, a clipboard. Tape a Chicken Picture to the back of each participant. Explain that participants cannot look at the picture on their own backs, and they cannot ask anyone to tell them what it is. Instead, they have to ask questions that can be answered "yes" or "no" to try to figure out which chicken they are. If they ask a question that is NOT a yes/no question, the person they ask can just say "cluck" and walk away.

There are sample questions on the Notetaking sheet that can help them.

If needed, you can demonstrate by asking a yes/no question about the weather (e.g., "Is it sunny today?") and a question that is not yes/no (e.g., "Is it hot or cold today?"). Youth should respond to the second question with a loud CLUCK.

If you have paired youth to work as teams, they may be tempted to peek at their partners' backs. One way to address this, depending on the needs of your youth and safety factors, is to have partners stand side-by-side so close that they are always touching. Another option is to have the picture on the back of the taller partner only. This partner must always stand behind and facing the other partner.

You can play music to get participants moving. When the music stops, they can ask the person closest to them a yes/no question. If needed, demonstrate how you might ask someone a yes/no question and then use the Notetaking sheet and the Field Guide to help you plan your next question. Once participants think they know which chicken they are, they should go "roost" in the 'coop" by the matching Field Guide Poster. The game is over when all the chickens have come home for the night and are in the correct spot.

If you want to award prizes, the "early bird" can certainly get the (gummy) worm.



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