

## The Dog Pyramid Challenge

Having fun while learning is one of the great attractions of any educational experience. Animal Pyramid is not only fun for all ages but is also an excellent way to develop communication skills while learning about animals.

Dog Project Skill:	Learning animal-related terms
Life Skill:	Communicating creatively
Show What You Know:	Play Dog Pyramid.
Time Involved:	30 minutes for 10–15 sets of cards
Suggested Group Size:	4 to 200
Materials Needed:	Set of 3" x 5" cards identifying the category and word(s) related to that category for each team of two players; watch with second hand.

## Getting Started

The purpose of the game is for one-half of a team to see if they can figure out what words are being described by the clues given by the other half of their team. Have youngsters help you make up a set of cards for each team of two to four players. On each card list one category at the top such as Mr. Mister—Male Animals and then list the names of the ten male animals beneath the category name. You'll use a different card for each category you select. Ideas for categories and words are included in this guide on page 32. The youth (and adults) will have fun making up others that relate more specifically to dogs.

## Jump In

1. Select a Game Show Host (Top Dog). Form teams of two to four players, with one-half the team facing the other half across a table or a playing space.
2. Give directions. A spokesperson for the team holds the cards and gives one-word clues. The rest of the team tries to guess the words being described. When all words in a category have been described and identified, team members bark loudly to indicate they are finished.
3. The Game Show Host starts the game (GO!). The clue-giving players tell the category and begin to give one-word clues to the first word on the card. When the word is guessed, they move on to the second. The host stops the round after at least half of the teams have raised hands, indicating they have figured out all the words in that category. The clue-giving players may not say any part of the word in their clue, but may use any type of non-verbal clues.
4. Have the teams discuss words not easily understood.
5. The Top Dog then gives second sets of cards to next spokespersons of the teams and repeats the game.
6. So that everyone has the opportunity to learn to communicate with others, have one-half of each team pair up with another team after each round of two categories.
7. Continue the game until all categories are used or until time expires. Talk over the experience.

## Paws to Consider

Share What You Did

What did you learn about giving clues?

What part of the game was most difficult for you? Why?

Process What's Important

What types of communications worked best? Why?  
How did the nonverbal clues help you figure out some words?

Generalize to Your Life

Why is it easier to communicate with someone you already know?

Apply What You Learned

What did you learn about communicating that will help you in the future?

### **Facts and Tips**

### **Game Starters**

Talk With the Animals - Sounds that animals make: Woof, baa, cluck, moo, quack, gobble, neigh, oink, meow, cock-a-doodle-do

Pumping Iron - Names of minerals dogs require: Iodine, magnesium, calcium, iron, phosphorous, zinc, selenium, sodium, copper, chloride

Operation Bandage - Types of veterinary supplies: Pen light, scalpel, stethoscope, X-ray machine, dose syringe, thermometer, scissors, toenail trimmers

All Creatures Great and Small - Experiences of young animals: Castrated, docked, identified, vaccinated, weighed, nursed, weaned, dewormed, tattooed, branded

9-5 - Careers associated with animal agriculture: Veterinarian, researcher, teacher, extension agent, geneticist, nutritionist, rancher, feed salesperson, artificial inseminator, groomer

Show Box - Dog equipment: Food pan, water pan, brush, comb, collar, leash, toys, ID tags

Itch, Scratch, Sneeze - Health problems: Distemper, hepatitis, leptospirosis, rabies, scours, Lyme disease

At the Show - Dog breeds: Border Collie, Bulldog, Boxer, Greyhound, Pointer, Dachshund, Golden Retriever

Out on a Limb - Parts of a dog: Croup, withers, stop, flanks, stifle, hock, pad, tuckup, occiput

Happy Birthday - Words that describe giving birth: Foaling, kidding, kindling, hatching, delivering, calving, whelping, lambing, farrowing, queening

Fun and Games - 4-H events and activities: Judging contest, skillathon, project quiz bowl, state fair, novice obedience class, demonstration contest, dog shows, showmanship class, agility

Rock-A-Bye-Baby - Names of newborn animals: Calf, lamb, chick, kitten, piglet, kid, gosling, pup, foal, bunny

Back to the Future - Breakthroughs in animal production: Embryo transplant, computerized records, gene splitting, ova splitting, embryo freezing, prostaglandins, growth hormones, artificial insemination

Media Alert - Dog first aid kit: Medical tape, saline solution, gauze rolls, gauze pads, foil space blanket, tweezers, scissors, nail clippers, rectal thermometer, antibiotic ointment  
First Ladies - Female animals: Hen, sow, heifer, mare, ewe, bitch, doe, nanny, goose, cow

Mr. Mister - Male animals: Bull, dog, buck, ram, drake, stallion, gander, boar, rooster, tom

Noah's Ark - Names of animal species: Dog, duck, sheep, geese, swine, beef, horse, dairy, rabbit, goat, cow

Mirror, Mirror on the Wall - Looking inside  
a dog: Stomach, kidney, liver, small intestine, spleen, heart, trachea

Practice time - Obedience commands: Sit, stay, come, heel, down, stand

Getting Set - Dog terms: License, bitch, spaying, pedigree, registration, stud, neutering, purebred

Bug Off - Dog parasites: Fleas, mites, tapeworm, ringworm, mange, whipworms, lice, ticks, roundworm, sarcoptic, hookworms

Good Dog - Dog obedience classes: Graduate novice, open, novice, 4-Dog team, beginner, graduate beginner, utility, brace

Nuisances - Typical dog problems: Cat chasing, biting, eating dirt, jumping up, destroying property, fighting, digging up garden

All in the Family - Dog groups: Sporting, working, terrier, herding, hounds, toy, non-sporting

### **Digging Deeper**

1. Reverse the game and play "Here's the Answer—What's the Category?" Instead of telling the category and having players try to figure out the words, the clue givers give word clues and the receiving team guesses the category. For example, the category might be "Breeds of Dogs." The receiving team would try to guess this category based upon the clues given.
2. Develop new categories and conduct a game show for another group of youth and/or adults.

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