



# enacting climate

## Mooooove It or Lose It

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**Climate Solution:**

**Managed Grazing**

**Approximate Time:**

**20 Minutes**

**Supplies Needed:**

**Green Construction Paper**

**Bean bags**

**Tape or Rope**

**Number of leaders:**

**1 person**

**Number of players:**

**12+ people**

**Recommended Age:**

**Elementary / Middle School**

## Description:

To learn how managed grazing can allow grass enough time to grow back, students will play Cows and Grass and act out two rounds of grazing game play.

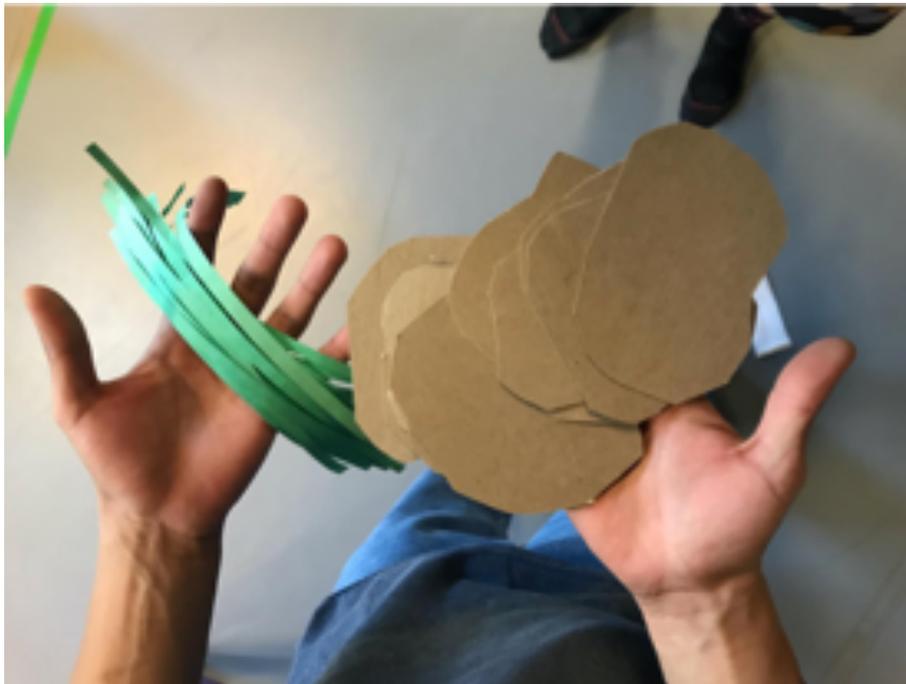
# Instructions:

## Materials

- 30 pieces of “grass” cut out of green construction paper.
- Bean bags or circles of brown construction paper to represent poop.
- Rope or tape to mark the “pastures.”
- Optional: Cow ears (fun if you have them!)

## Set Up

- Use tape or rope to divide the space into two “pastures.”
- Students are divided into Cows and Grass.
- Each student representing Grass is given 5 pieces of grass.
- One student will be in charging of trading the grass and poop.





## Game Play

### Round One (2 minutes)

- In the first round, there are more Cow players than Grass players.
- Students representing Grass sit in the first pasture.
- Students representing Cows move around the first pasture.
- The Cows eat the grass by collecting pieces from the Grass players.
- Cows must take 10 steps before collecting 1 piece of grass
- A Cow cannot take 2 pieces of grass in a row from the same player.
- If a Grass player loses all its grass pieces, it “dies” by lying down.
  - Consider the age of students and determine if the grass dies or just goes away.
- Cows can trade 4 grass pieces for 1 poop.
- Cows can give 1 poop to a Grass player with 1 piece left.
  - The cow must then circle the Grass player to “stomp the manure into the soil.”
- The Grass players can trade 1 poop for 5 grass pieces.
  - The Grass must remain seated and wait for the Trader to come to them.

## Round Two (2 minutes)

- In this round, there are twice as many Grass players as in Round One. They are evenly divided between the two pastures. The Cows begin in the first pasture only.
- The same eating, dying, and trading rules apply in this round.
- One student is assigned the role of Farmer.
  - The Farmer watches the Cows eat the grass in the first pasture.
  - When the Farmer sees the Grass players running low, they tell the Cows to move into the second pasture.
- The Farmer can choose to bring the Cows back into the first pasture to make sure the Grass is fertilized.
- The Farmer continues to move the cows back and forth to make sure the grass doesn't die.



## Discussion Questions:

- What differences did you notice between the two rounds?
- How can managing grazing patterns of cows in pastures positively affect the environment?
- Why do you think poop was important in this activity?
  - This can facilitate discussion about how poop fertilizes the grass and helps it grow back stronger so it can absorb more CO<sub>2</sub> from the atmosphere.

