

# DUCKO

## The Waterfowl I.D. 'bingo' Game for Greenwings.

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### Object of the game:

- To be the first player to cover the waterfowl pictures on their sheet(s) in the configuration decided for that game (i.e., horizontally, vertically, diagonally, or four corners).
- Learn about different waterfowl species while having fun. Makes a great Greenwing activity!

### Participants: Caller & Players

### Materials:

- Game sheets; minimum of one per player. Each sheet has a random assortment of waterfowl pictures.
- Game chips, or markers for each player.
- Waterfowl I.D. Calling Cards (for the educational version)
- Age group appropriate prizes.

### How to play:

- The Caller randomizes the stack of Waterfowl I.D. Calling Cards, then draws one card and then holds the picture toward the group of players.
- While the players hunt for the species, the Caller gives information about the species. (Information for that species is on the back of each card.)
- Players hunt their game sheet for the waterfowl called, and if found they mark the species with their marker.
- The first player to place their markers in the configuration of that game calls out, "DUCKO!" and is the winner.
- Clear the game sheets after each game and start a new game each time to avoid too many winners at once.