



Short Activity
Ages 6–8
30–45 minutes

Indigenous Games - Animal Muk (Inuit)

Description

Participants will play a “laughing game” originating from Inuit culture. Animal Muk was both a recreational game and a skill-building activity allowing hunters a chance to enhance their animal-calling skills to increase their success on hunts.

Source: [Indigenous Games for Children from Indigenous Communities across Canada](#)

Originally submitted by Colinda Blondin, Donald Kuptana and Peter Daniels – Government of Northwest Territories.

Number of Participants

Five or more

Space Considerations

Open outdoor space preferred, but can also be played indoors

Competencies

- Body awareness
- Creative expression
- Oral communication
- Social interaction
- Understanding and appreciation of Indigenous culture

Materials

Optional Materials for Accessibility

- Whiteboard or flip chart
- Marker

Preparation

- List the animals that participants will mimic in the game on a whiteboard or flip chart

Implementation

How to Play

1. Participants will copy/mimic six sounds or actions common in animals that live in the Northwest Territories
 - Black bear
 - Crow
 - Goose
 - Moose
 - Owl
 - Seal
2. Participants form a circle with one person standing in the middle. This person may only use animal sounds and/or actions to make someone in the circle smile or laugh.
3. Eye contact must be maintained between the middle person and the selected person in the circle at all times, and no physical contact is allowed between opponents.
4. If the person in the circle does any of the following actions listed, they become the person in the middle and must select a new opponent.
 - Smiles
 - Laughs
 - Breaks eye contact

Accessibility Considerations

- An instruction page like the one above will be provided for library staff to run the game
- Have a flip chart, whiteboard or similar tool to display a list of the animals being used in the game
- Encourage participants to use both animals sounds and actions to make the program inclusive for those with hearing or sight disabilities

Game Play Options

- After explaining the game, make smaller groups to give more players a chance to participate

- Start the first few rounds using the Northwest Territories animals and then add well-known animals from around the world
- Consider including animals that have easy-to-guess sounds/actions (farm animals, etc.)
- Decide on a time limit for each round

Book Suggestions

Benny the Bananasaurus Rex by Sarabeth Holden

Storyteller Skye: Teachings from My Ojibway Grandfather by Lindsay Christina King

We All Play = kimêtaŵânaw by Julie Flett

Wow in the Wild: The Amazing World of Animals by Mindy Thomas, Guy Raz and Jack Teagle

Download Links

[Indigenous Games - Animal Muk Inuit Game Card \(2 pgs - 8.5 x 11\)](#) Recommend printing double-sided (.docx)

Images

Animal Muk Game Card

Indigenous Games

Animal Muk (Inuit)

Duration
20 – 30
mins

Participants
5 or more

Short
Activity
6-8

Participants will play a "laughing game" originating from the Inuit culture. Animal Muk is both a recreational game and a skill-building activity allowing hunters a chance to enhance their animal calling skills to increase their success on hunts.

Source: [Indigenous Games for Children](#) from Indigenous Communities Across Canada [HIGH FIVE A quality standard for children's programs - Founded by Parks and Recreation Ontario]

Submitted by Colinda Blondin, Donald Kuptana and Peter Daniels - Government of Northwest Territories.

HOW TO PLAY

1. Participants form a circle with one person standing in the middle.
2. This person may only use animal sounds and/or actions to make someone in the circle smile or laugh by mimicking one of the animals from the Northwest Territories: a black bear, a crow, a goose, a moose, an owl or a seal.
3. Eye contact must be maintained between the middle person and the selected person in the circle at all times and no physical contact is allowed between opponents.
4. If the person in the circle smiles laughs or breaks eye contact, they take the place of the person in the middle and must select a new opponent.

Game Play Option

- After explaining the game, make smaller groups to give more players a chance to participate

Accessibility Considerations:

- Encourage participants to use both animals sounds and actions to make the program inclusive for those with hearing or sight disabilities
- Start the first few rounds using the Northwest territory animals and then add animals from around the world
- Consider including animals who have easy-to-guess sounds/actions (i.e. farm animals, etc.)
- Have a flip chart, white board or similar tool to display a list of the animals being used in the game
- Decide on a time limit for each round