**Indigenous Games**

**Animal Muk (Inuit)**

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](https://intranet.csf.bc.ca/wp-content/uploads/sites/2/2019/12/ressources/EA_indigenous-games-for-children-en.pdf) from Indigenous Communities Across Canada [HIGH FIVE A quality standard for children's programs - Founded by Parks and Recreation Ontario]

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**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