

The Animal Picture side cards are laid out on the floor/table. As they are individual cards the pattern and order in which they are set out can be varied each time or not all the cards need to be used like a track. The children take it in turns to throw the dice and move the required number of spaces. Each time they land on a Picture card they must name the animal and one of its characteristics. The game goes on in the same manner.

The winner is the child who reaches the end of the game first.

SETS

Animal	Baby	Home
bear	cub	cave
bird	chick	nest
camel	calf	desert
cat	kitten	basket
cow	calf	shed
crocodile	hatchling	rivers & swamps
deer	fawn	jungle
dog	puppy	kennel
duck	duckling	pond, lake
elephant	calf	jungle
fish	fingerling	water
frog	tadpole	pond
giraffe	calf	grasslands
hen	chick	hen coop
horse	foal	stable
lion	cub	den
monkey	infant	tree
owl	owlet	tree hollow
parrot	chick	tree hole
rabbit	bunny	burrow
sheep	lamb	pen

ANIMAL FAMILIES AND THEIR HOMES (2 in 1)

Animal Families and their Homes is a challenging and enjoyable game that will develop your child's ability of visual recall and build his/her basic vocabulary.

OBJECTIVES:

1. To build the child's memory skills.
2. To build the habit of keen observation in everyday life.
3. To make the child familiar with different animal families and their homes.

HOW TO PLAY

Parent-Child Game: The child is required to match each Animal with its Baby and Home.

1. Carefully punch out each set of cards from the cardboard sheet.
2. Pick up all the 'animal' cards and let the child learn to recognize and name different animals.
3. Now, pick up all the 'baby' cards. Help the child to learn the names of each animal and its baby.
4. Take the complete sets and let him/her recognize and learn the names of each animal family and its home.
5. Once the child has mastered this he/she may be given practice in the following order.
(i) animal and baby (ii) animal, baby and home.
6. Spread 4 to 5 sets on a flat surface and jumble them together. Pick up one card and ask the child to pick up the remaining cards of the same set. Gradually make it more difficult by spreading more sets.

MEMORY GAME (A Group Game):

1. Take all the 'animal cards' mix them and place them picture side down on a flat surface. Form 3 rows of 7 cards each.
2. Similarly, make 3 rows of 7 cards with the 'babies cards' and the 'home cards'.

3. The youngest player starts. He/she picks up one card of each type and turn them picture side up. If it makes a set, that the three cards show the same animal, its baby and home, he/she keeps it and takes another turn. If he/she misses, the next player takes the turn. The players take their turns clockwise. The players have the added advantage of picking up cards from the cards that have already been revealed. The player with the highest number of sets at the end wins.

CLASSROOM GAME:

The teacher divides the class into 2 groups. The first group tries to match the sets as fast as possible. Then the cards are shuffled again and second group takes its turn. The group that does it faster, wins.

CARDS GAMES

To get the most out of the games, use the "cards" independently beforehand and discuss with other players. The games have been designed in such a way that these will encourage children to learn as they play.

CARDS: There are two sides to each card: *Animal Picture side* and *Animal Information side*.

GAMES

WHO AM I? - Clue Games

Game 1: with Animal Picture side only

An adult or one of the players picks up a card and describes the picture printed on it, like "I am the king of the jungle." Or "I have a large mane around my neck." etc. and asks, "What is my name?" Children try to tell the name of the animal which they think the description is related to and if they are correct they get that card. If the players are not able to guess from the description, then the picture may be used as a clue. Again the children have a chance to reply. If no child gets the write answer the adult gives the answer or children can check from the back. The picture card should then be placed back into the pile and re-used during the game so that the players recognize the description and names through repetition.

The winner is the player who is able to recognize more animals. The caller or adult should feel free to give as many clues as possible, which will make the game more fun.

Game 2: with Information side only

Similar type of questions\clues can be asked about animals, like, **name of the group, male, female or baby.**

The caller or adult should feel free to ask as many questions as possible to make the game more fun.

Game 3

Category Quiz Games-with Information side only

There are 4 types of information for each animal. Only one category or information is played at a time. Decide the type before the game begins. The different types are:

1. *Mother*
2. *Father*
3. *Baby*
4. *Group*

GAME 4

Sorting\classification

The cards can be classified in many ways, such as:

- a. Major groups;
Mammals/ Reptiles/ Birds/ Insects
- b. How does We Move?
Walk or run/ Swim/ Fly/ Other
- c. Where do you see me?
Land/ Water/ Air
- d. What covers my body?
Skin/ Feathers/ Fur/ Scales/ others
- e. How many legs do I have?
0/ 2/ 4/ 6

Game 5

Recognition game with Animal Picture side only

Rules and instructions can be altered and adapted to fit the abilities and skills of the children playing the game.