

ANIMAL FAMILIES AND THEIR HOMES ACTIVITY GUIDE

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

HOW TO PLAY

Parent-Child Game: The child is required to match each animal card with its baby and home cards.

1. Pick up all the animal cards and let the child learn to recognize and name each animal one-by-one. 2. Next, pick up all the baby cards. Help the child to learn the names of each animal and its baby.
2. Take all the sets and let him/her recognize and name all the animals, their babies & homes.
3. Once the child has mastered this, he/she may be given practice in the following order:
 - a. Spread 4 to 5 sets, picture side up, on a flat surface and jumble them together. Pick up any one card and ask the child to pick up the remaining cards of the same set. Ask him/her to match other sets independently.
 - b. Ask her/him to check the answers. Explain the child that a small symbol is printed at the corner of each card, if the symbols on all the 3 cards are the same, the answer is correct.
 - c. 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 turns 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.

Class- room 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.

ANIMAL BABY HOME

bear cub cave hen chick coop bird chick nest horse foal stable camel calf desert lion cub den cat
kitten basket monkey infant tree cow calf shed owl owlet tree hollow dog puppy kennel parrot chick
tree hole duck duckling pond, lake rabbit bunny burrow elephant calf jungle sheep lamb pen fish
fingerling water snake snakelet hole frog giraffe tadpole calf pond grasslands spider spiderling web