

Animal Match

What should be included:

- 4 barn game boards
- 16 animal picture cards (small game pieces)
- Alphabet letter cards
- Story sequence cards
- Book – *Brown Bear, Brown Bear, What Do You See?*

Play Plan:

Before starting to play the animal match game, let your child have some time to look at all the animals on the cards and talk about what animals. Also show how each animal card has a matching “shadow” animal on one of the barn game cards. When you feel your child understands that the animal picture cards match the shadow animals on the barns you can begin play.

- **Memory Game** - First lay all the animal cards face down (in rows and straight helps the child know where to return the card and where a certain card is if needed) and then each of you choose a barn game card. Then each player takes a turn choosing one game card and turning it face up. If that game card matches an animal shadow on his/her game board then he/she can place it on the game board. If it does not match return the animal card face down back to its spot with the other animal cards. Then the next player does the same until someone has all of the shadow animals on his/her game card covered with an animal picture card. *When others are taking turns and finding cards that do not match their game cards but will match your child’s game card, help him/her notice where the card is placed – this will help your child build visual memory skills.
- **“What Animal am I Thinking of”** – select a few animal picture cards and lay them face up in front of your child and then say “The animal I am thinking of” And give a clue by saying something you see on the animal cards. The clues go from general to specific as your child uses his/her visual and reasoning skills to determine exactly which of the animals you are describing. Look at the example below:
 - Lay out the cow, sheep and rabbit (pick animal cards that have some similar features)
 - Say “the animal I am thinking of has black and white on it” and then help your child by looking at each animal to see if you can eliminate one of the animals from this clue. (all 3 have black and white so you cannot take an animal away yet)
 - Say “the animal I am thinking of has brown hooves” again help your child by looking at each animal to see if you can eliminate one of the animals from

this clue. (you can now take the rabbit out because it does not have brown hooves)

- Say “the animal I am thinking of has horns” again help your child by looking at each animal to see if you can eliminate one of the animals from this clue. (you can now see that only one animal has horns and so the COW is the correct choice)

*Kids love to play this game and it can be used to learn so many different things. By looking at similarities and differences you can help your child learn shapes, alphabet letters, numbers, words, etc.

Book Activity:

Read the book **Brown Bear, Brown Bear, What Do You See?** to your child. Just looking at the pictures and talking about the you see. For Following reads, have your child:

- Read the repeating phrase with you
- Try to remember and say what animal is going to be seen next before you turn the page
- **Story Sequence** – Using the story sequence cards for **Brown Bear, Brown Bear** have your child:
 - Find each of the animals on the sequencing pictures as you are reading the book. Have him/her to lay the pictures out where all of them can be seen. Then as you read the book, have him/her take the animal you say and lay it down in a line to match the sequence each appears in the story.
 - When all pictures are in place help your child tell the story by pointing to each picture and saying “_____ what do you see? I see a _____ looking at me.”
 - You can also try having your child lay all the sequence pictures in order (as they appear in the story) without looking or listening to the book being read.

Big Body Movement:

- **Animal Walks** - Help your child learn several different animal movements, such as:
 - Bunny Hop
 - Frog Jump
 - Dog/Cat Crawl
 - Bear Crawl
 - Crab Crawl
 - Alligator Crawl
 - Dinosaur Stomp

*You can look on line to see examples of the above-mentioned movements, as well as, see many more.

- **Alphabet Hunt** – Lay out all or part of the alphabet cards around your play area and then you and your child choose a starting spot and stand at that point. You will then say an animal walk that you would like your child to do as he/she goes to get a certain letter. Example: Do the crab walk to the letter “D” * Have your child just walk back with the letter to where you guys started (would be hard to do many of the animal walks trying to carry an alphabet letter). Continue using various movements to find the remaining letters. NOTE: you do not have to lay all the letters out at once, you can play several different times over the next few days to incorporate all the letters.
- **Listen & Walk** – This activity practices following 2-3 step directions. You will pick a starting spot where you and your child will stand and then you give him/her 2-3 steps to follow to come back to you. Example: Bunny Hop to the couch, Crab Crawl from the couch to the table and Bear Walk back to me. *Note: You can refresh his/her memory along the way if the directions are forgotten, however, the goal is for your child to be able to carryout 2-3 step directions without being reminded.

These are just a few suggestions. A child learns best through play and hands on experiences, feel free to be CREATIVE and have FUN 😊!