# AMAZING ANIMAL MATCH-UP

## GAME TO PLAY AT HOME



#### EXPLORE AND COMPARE ANIMALS' FEATURES IN A FUN GAME.

How are animals' bodies different? How are animals' bodies the same?

TIME 10-15 minutes

#### MATERIALS

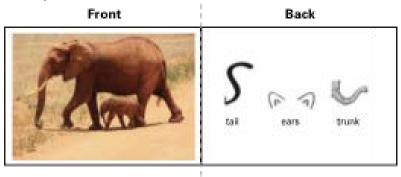
- ✓ Animal Cards
- ✓ Glue or tape

**NUMBER OF PLAYERS:** 2 or more

#### DIRECTIONS

### SET UP

- Cut the Animal Card pages apart between the photos.
- Fold each card so the animal is on one side and the body part icons are on the other side. Glue or tape the edges of each card.
- Make sure you have at least as many cards as players. If you need more cards, make extra copies.



FOLD
Sample Animal Card with an animal on the front and icons on the back.

# **GOAL**

Your child will play a game to match animals' body parts. They will **observe** and **compare** body parts to match with other players' animal cards. Then your child will **explain** the similarities and differences.

# **PLAY**

Go over the body part icons with the players. Then shuffle the cards. Give every player a card.









Every round, players will use a Matching Rule to find someone to match with. For the first round, say, *Find someone whose animal has something that matches the animal you have*. Players walk around and **compare** animals to find a match. Players cannot match with another animal that is exactly the same. (*Example*: Polar bear cannot match with another polar bear.)

**PLAY** 

Ask each pair, What is the same about your two animals? Players must use evidence to explain. Two animals may match even if that feature is not on the backs of the cards. (Example: "Our animals match because they are both gray!")

**PLAY** 

Play as many rounds as you like. You may keep the same cards or get new cards each round. You may use the same Matching Rule each time or use a different Matching Rule.

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MORE WAYS TO PLAY

Try these Matching Rules!

- Match more than one feature. For example, say, Can you find someone else whose animal has two things that are like your animal?
- Make pairs of animals with features that **do not match**. For example, an animal that has wings and an animal that does not have wings.
- Make pairs of animals that have one thing that matches and one thing that does not match. For example, one animal has a tail and a beak, and another animal that has a shell and a beak.
- Make up a Matching Rule that is not on the cards. For example, match animals that have the same number of legs (two legs or four legs).





























beak

scales

shell







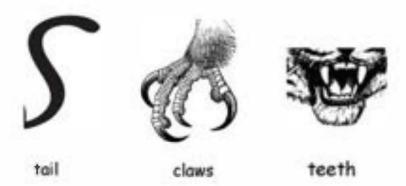


fur



whiskers











horns

fur

hoof



