

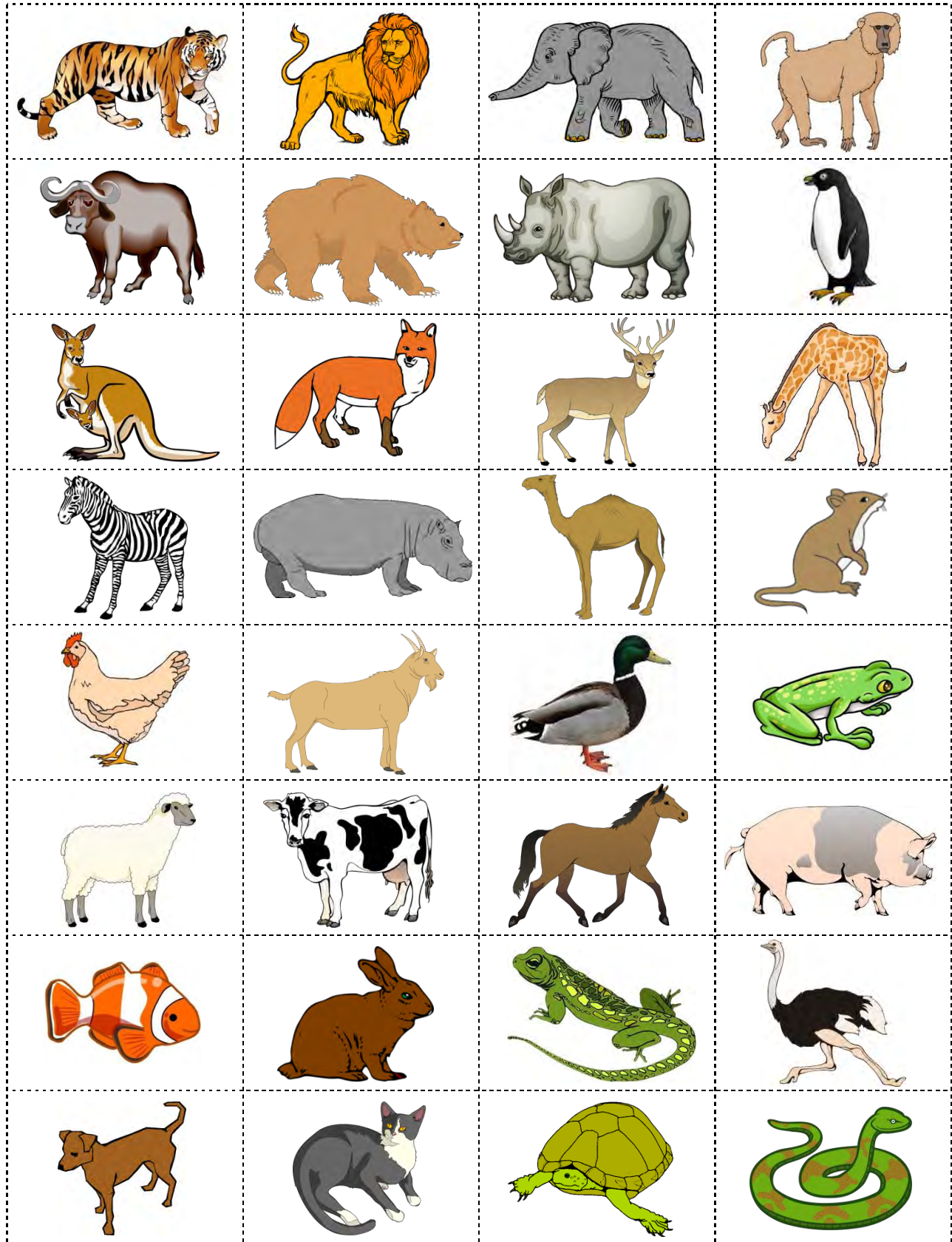
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Animal Antics



tiger	lion	elephant	monkey
buffalo	bear	rhinoceros	penguin
kangaroo	fox	deer	giraffe
zebra	hippo	camel	mouse
chicken	goat	duck	frog
sheep	cow	horse	pig
fish	rabbit	lizard	ostrich
dog	cat	tortoise	snake

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Animal Antics

Here are two fun card games that students can play to learn the names of animals.

Before class, make one copy of the animal word cards and one copy of the picture cards for each group of three or four. Cut the cards out as indicated, keeping the word cards and picture card separate.

Procedure

Tell the students that they are going to play a pelmanism game where they match the names of animals to pictures.

Divide the students into groups of three or four.

Give each group a set of animal word cards and a set of picture cards.

Tell the students to shuffle each set of cards separately and then spread them out on the table face down in two sets.

Students take it in turns to turn over a word card and a picture card.

If the picture matches with the name of the animal, the student keeps the cards as a 'trick' and has another turn.

If the cards do not match, the student puts them back in exactly the same place.

The students continue to play until all the cards have been matched.

The student with the most tricks at the end of the game is the winner.

Next, tell the students that they are going to play a game where they race against each other to guess the names of animals from mimed actions and sounds.

Ask the groups to shuffle the animal word cards and place them in a pile face down on the desk. The picture cards can be discarded.

Students take it in turns to pick up a card from the pile, without showing it to anyone.

The student then mimes actions and makes the noises of the animal on the card.

The first student in the group to guess the animal keeps the card.

The student with the most cards at the end of the game wins.

You could also play this game with groups competing against each other to get through the pile of cards the fastest. The first group to get through the cards the fastest wins.