

AMAZING ANIMAL MATCH-UP

GAME



EXPLORE AND COMPARE ANIMALS' FEATURES IN A FUN GAME.

TIME

20 minutes

MATERIALS

- ✓ Animal Card Set

PREPARE AHEAD OF TIME

- ✓ 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.
- ✓ Read the game directions, and try playing a round.

EXPLORING SCIENCE THROUGH GAMES

Children use cards that describe an animal's body parts. They **compare** body parts and try to match with players whose cards show animals with similar body parts. Then they **explain** the similarities and differences.

SCIENCE BIG IDEA

All animals have body parts, and those body parts may be different in shape and size.

SCIENCE QUESTIONS

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

INTRO (whole group)

1. Introduce the Science Questions.
2. Show children an animal picture from the Animal Card Set. Have children name and describe the animal to a partner.
3. Point out the features of the animal. Then describe how the icons on the back of the card match the features of the animal.

PLAY THE GAME (whole group)

4. Children play the game. See Game Directions below.
5. While children play the game, check in and listen for Science Big Ideas and Science Talk.

REFLECT (whole group)

6. Have children discuss with a partner the ways that animal bodies are different and the same.

WRAP UP (whole group)

7. Say, *We compared and shared our ideas, just like scientists. We learned how animal bodies are the same and different.*



SCIENCE TALK

Use these words when talking with children. Listen for children to use these ideas.

SUPERPOWERS OF SCIENCE	CHILD-FRIENDLY LANGUAGE
compare	compare • what's the same and what's different
explain	explain • figure out what happened • use evidence to explain
observe	notice • observe
share what you know	share your ideas • share information • talk about what you found out

SCIENCE WORDS
beak • body • claw • feathers • fin • foot • fur • hair • head • knee • leg • paw • scales • shell • shoulder • skin • snout • tail • wing

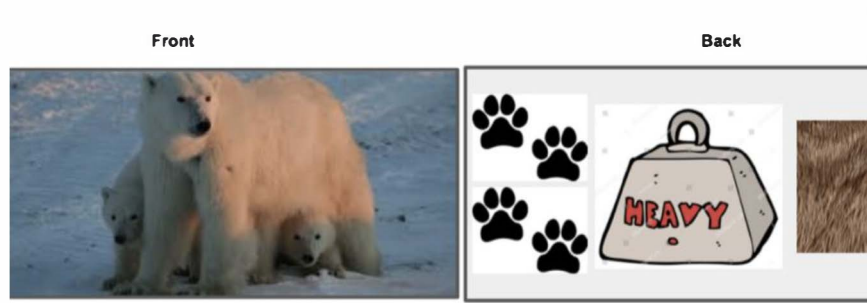


GAME DIRECTIONS: Amazing Animal Match-Up

GAME GOAL: In this game, each player has a card representing an animal. During the game, they must find other players who have animals with similar features.

NUMBER OF PLAYERS: 2+

HOW TO PLAY. Each player gets a card with a picture of an animal on one side and icons representing the animal's features on the other side. Explain to the group what the goal is. (*Examples:* Find another person who has an animal like yours! Everyone who has fur go to this side of the room.) Players take a few minutes to accomplish the goal. Then players describe why their animal matches the goal.



Sample animal card with an animal on the front and icons on the back

SET UP

- Make sure you have at least as many animal cards as there are players. If you have fewer cards than players, print duplicate cards.
- Shuffle the cards.
- Determine the matching goals. For variety, consider changing the goal each round.

PLAY

1. Briefly go over what the icons on the card backs mean.
2. Give an animal card to each child. You may choose to give children a new animal each round, or have them keep their cards and play multiple rounds matching with someone different every time.
3. State the goal. For example, say, *Find someone in the room whose animal has something that matches the animal you have.* See variations below for other possible goals.
4. Give the players time to self-assemble. Circulate and ask a few players why they paired, *What is the same about your two animals?*
5. In each round, repeat steps 2–4 using different animals and goals. See variations below for other possible goals.

Note: If the group is having difficulty staying on topic, please see the “challenge” variations in the Group Game Variation section.

RULES

1. Each player has only one animal card at a time.
2. Players cannot match with another animal that is exactly the same. (*Example:* Polar bear cannot match with another polar bear.)
3. Players **can** argue that their animal fits a goal even if that feature is not on the back of their card. If they do, they must provide evidence. (*Example:* “Our animals match because they are both white!”)

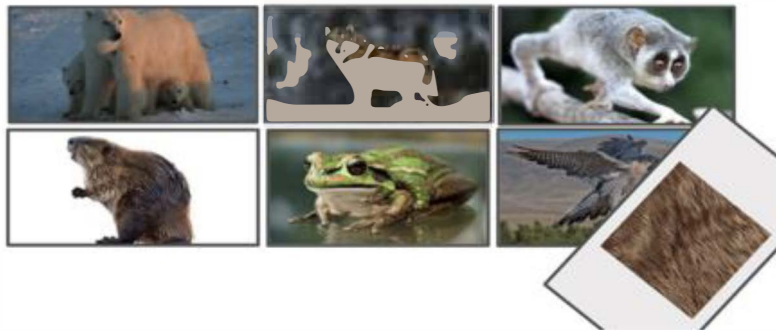


GAME VARIATIONS

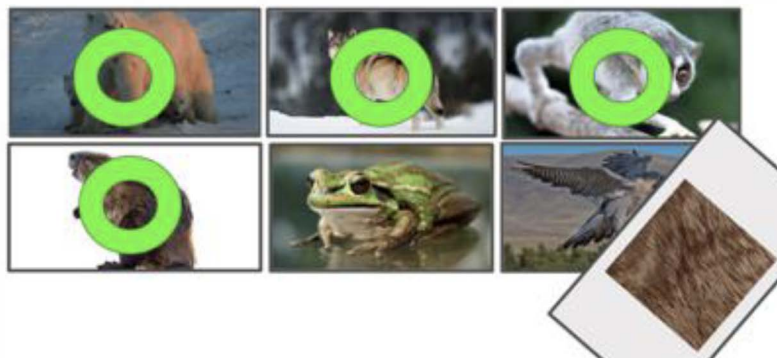
1. Ask the players to pair up with other players whose animals match on more than one item. For example, say, *Can you find someone else whose animal has two things that are like your animal?*
2. Ask the players to find animals with items that do **not** match. For example, a player whose animal has wings may find a player whose animal does not have wings.
3. Have the players make pairs of animals that have one thing that matches and one thing that does not match.
4. Ask the class to move to a certain part of the room if their animal has a feature. For example, say, *If your animal has claws, move to this side of the room!*
5. Ask the players to come up with an animal body part that isn't listed on the card. For example, the cards don't tell how many legs an animal has, so one idea would be to match the number of legs (two or four).

GROUP GAME VARIATIONS

1. Instead of giving players their own animal cards, set up a large grid of animals that the entire class will use. Make sure the animal picture is face-up.

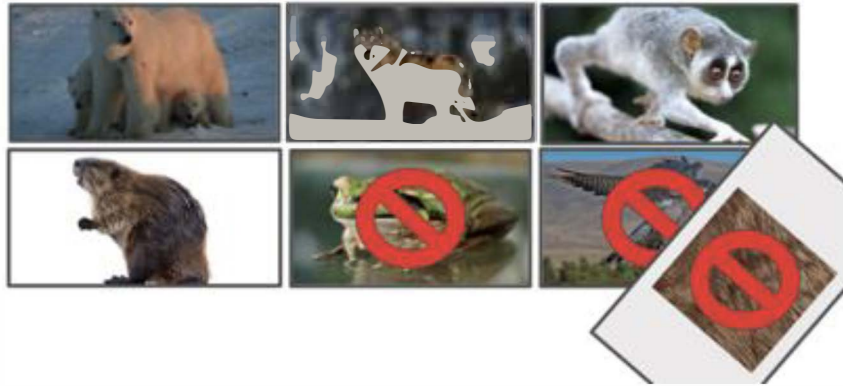


Every round, ask the players to identify animals that have a certain body part. For example, say, *Find all the animals with fur*. When an animal is chosen, flip it over and see whether it does have that body part. If it does, remove it from the grid; if it doesn't, flip it back over. Once players think they have all the animals, check the remaining cards to see whether any animals were missed.



2. For more of a challenge:

- a. Have players select animals with multiple body parts of a given type. (*Example: Both animals must have fur and claws.*)
- b. Have players select animals that **do not** have a given body part. (*Example: Find the animals that don't have fur.*)



- c. Have players group animals together according to their body parts. Ask players why they made the groups they did—what do the animals all have, or not have? Challenge some animal groups by asking players whether an animal could be moved to another group. For example, ask, *Can the frog move to a different group? Why or why not?*

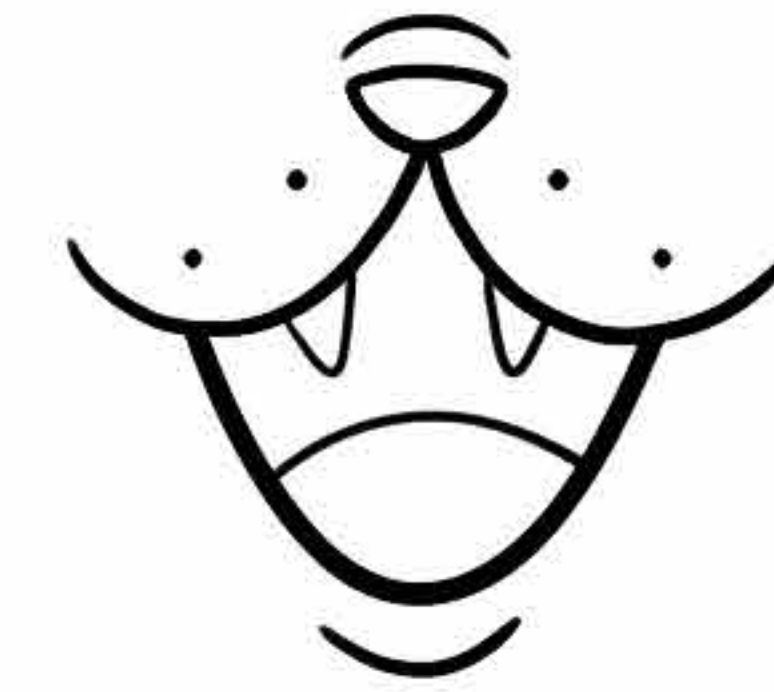


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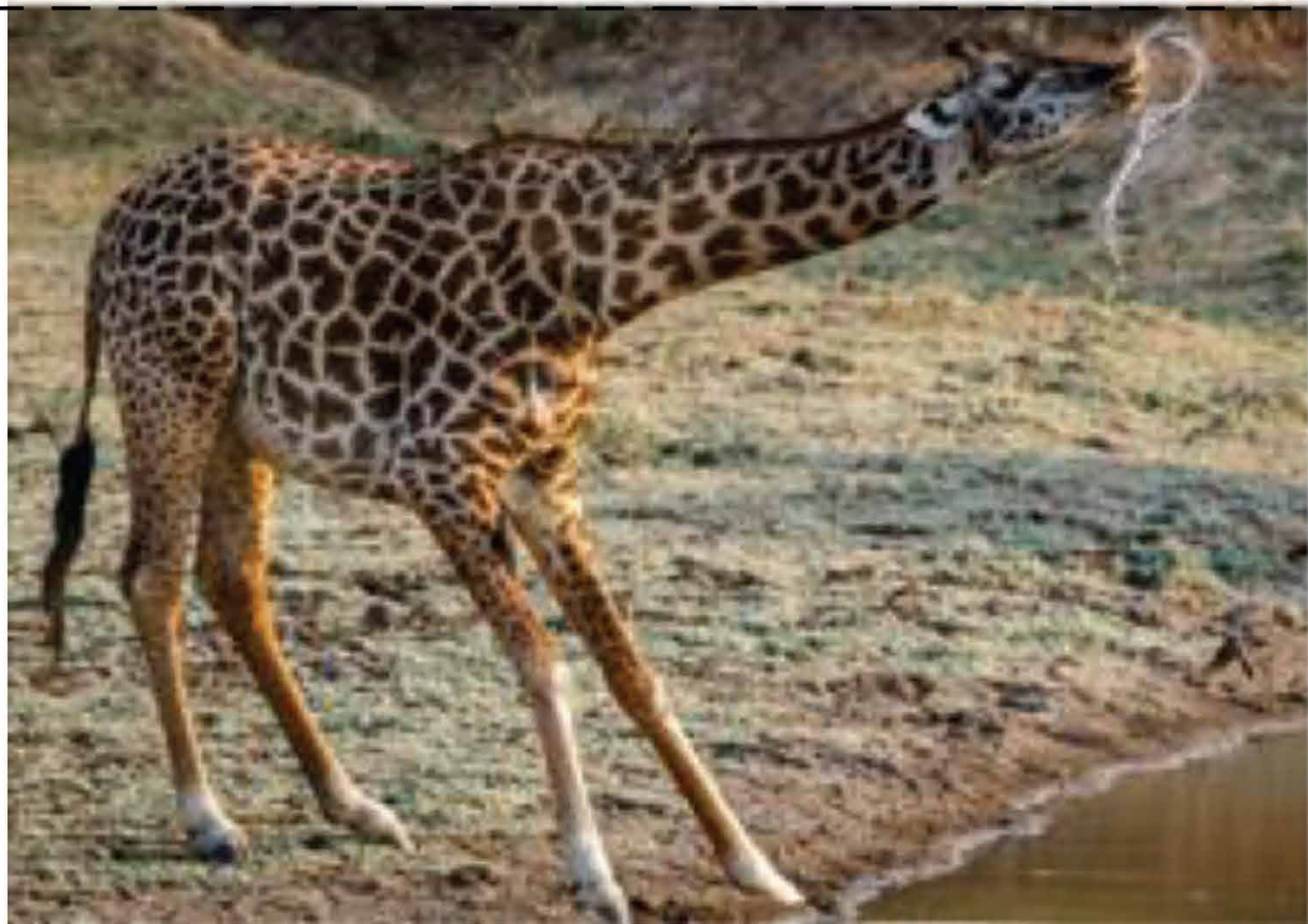
fur



teeth



wings



hoof



tail



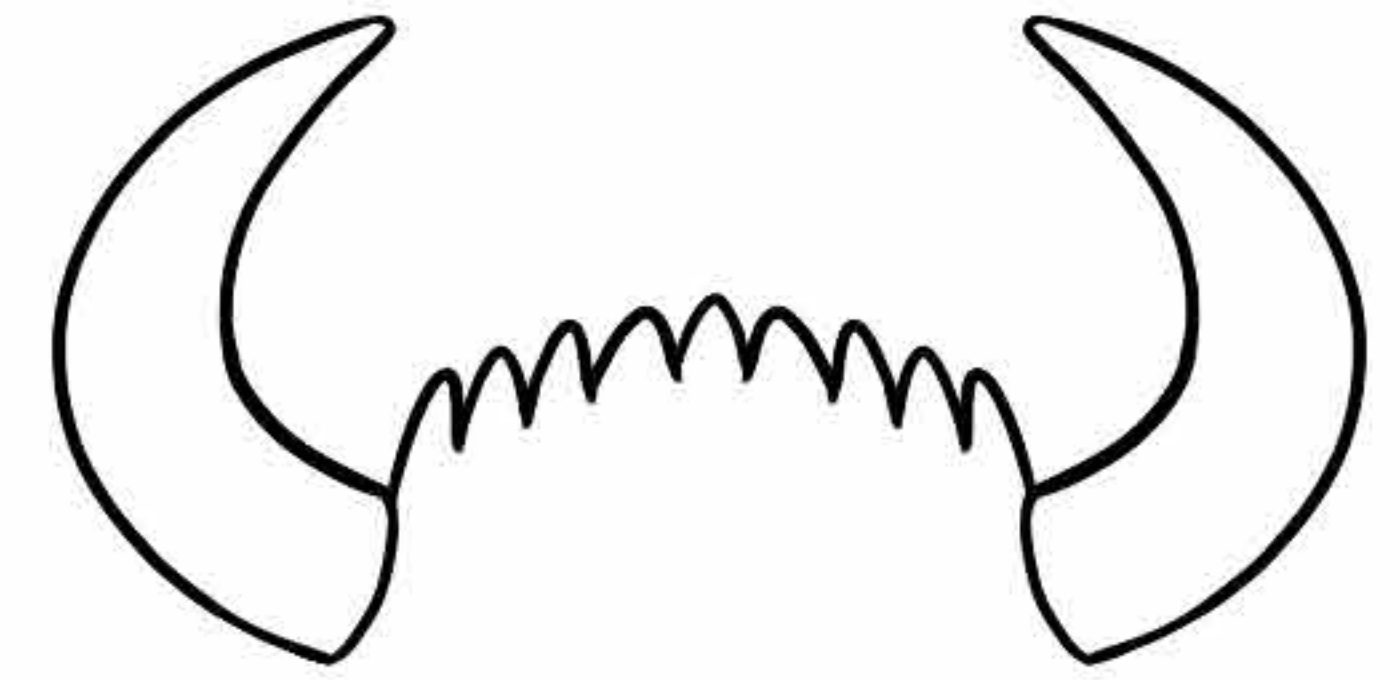
ears



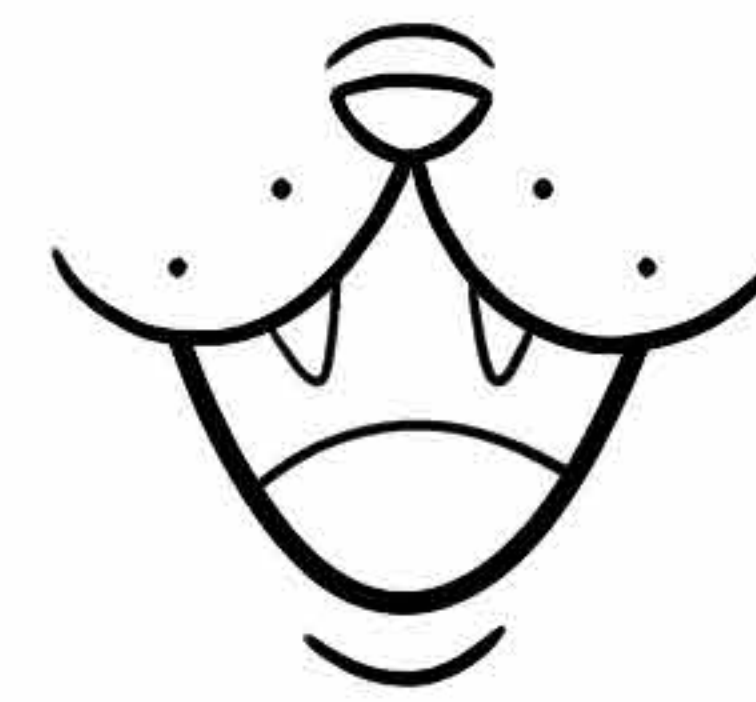
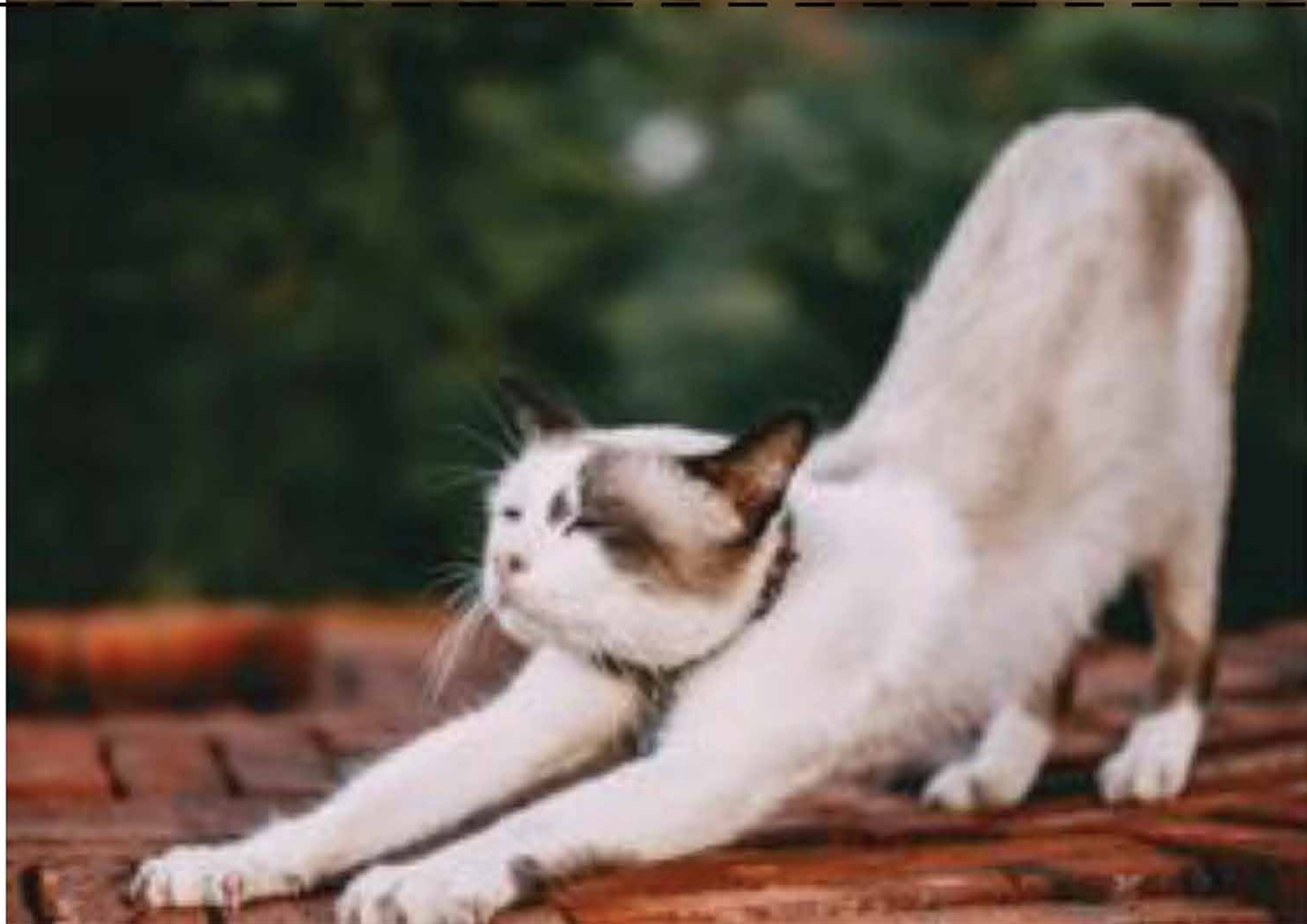
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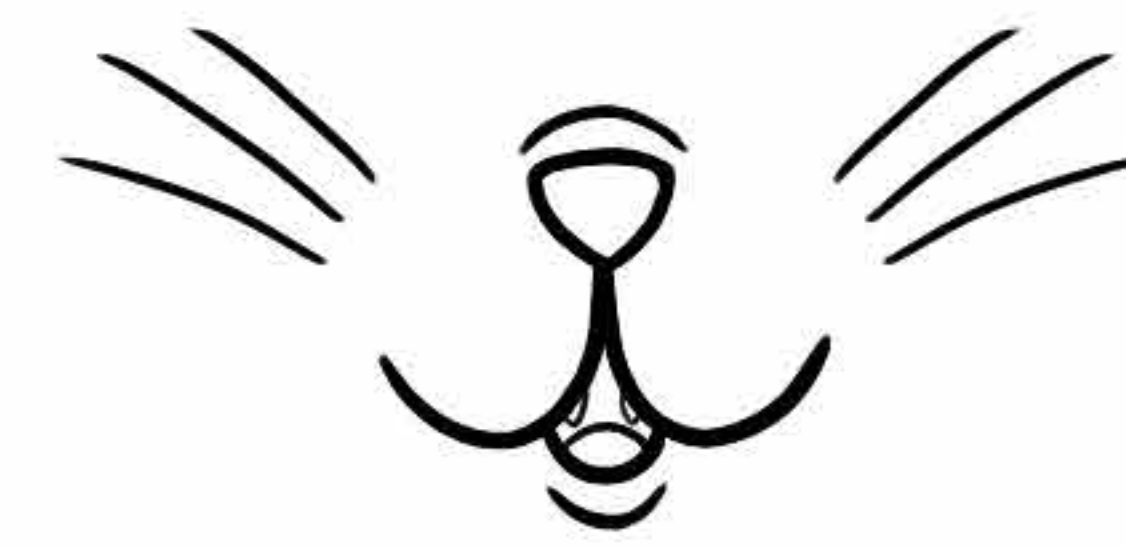
tail



horns



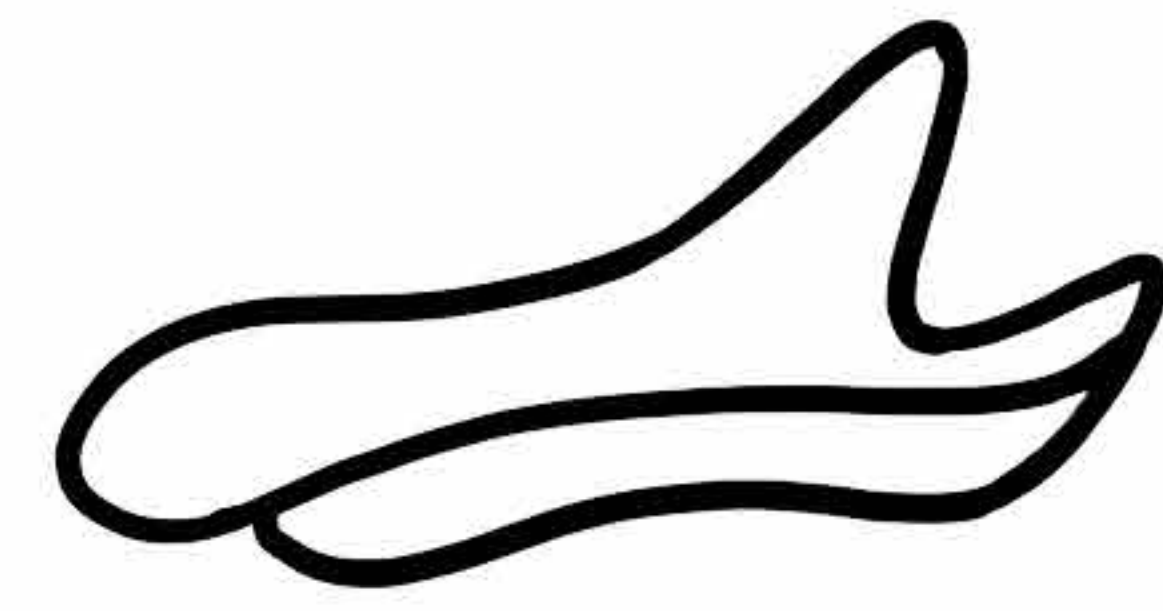
teeth



whiskers



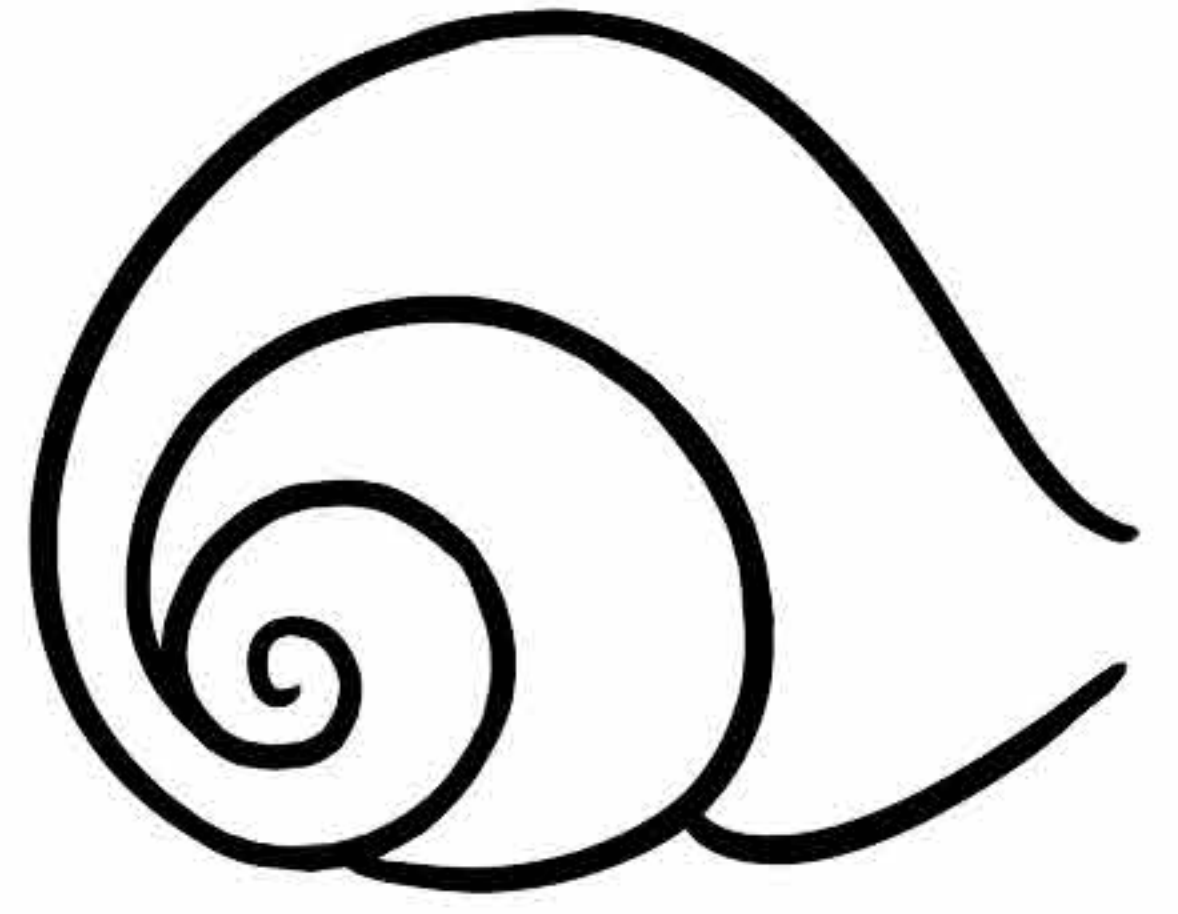
paw



beak



scales



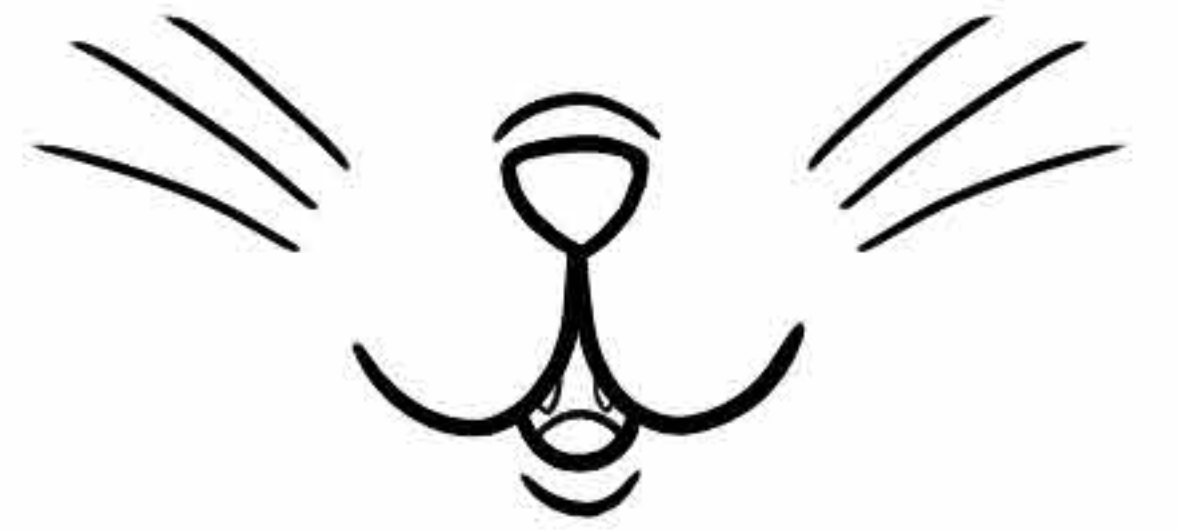
shell



tail



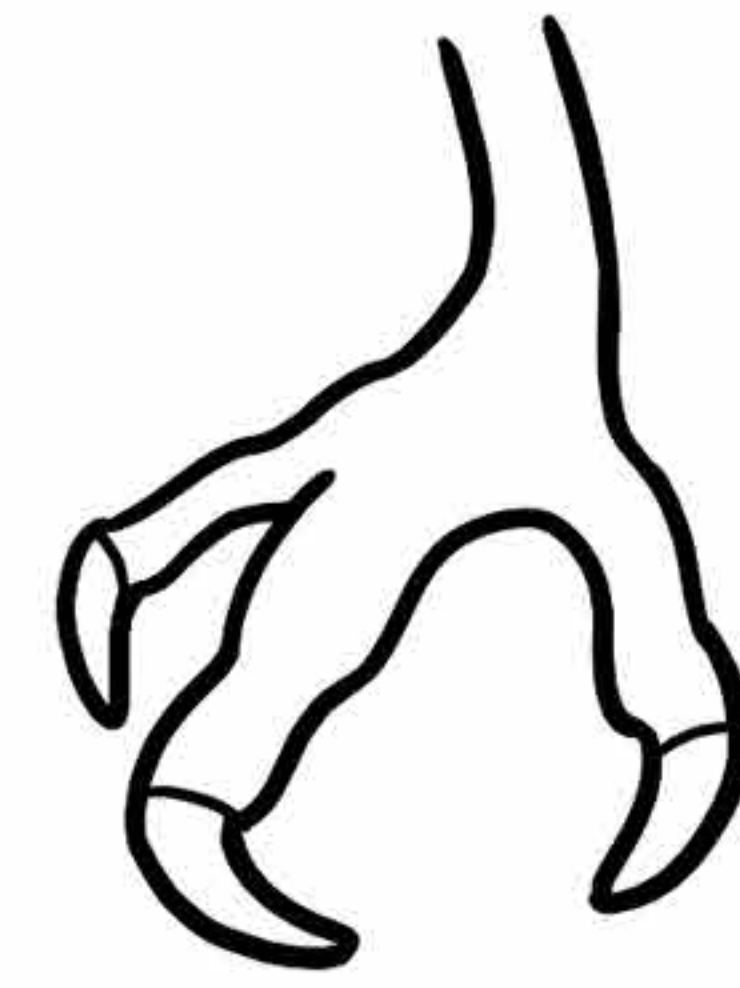
fur



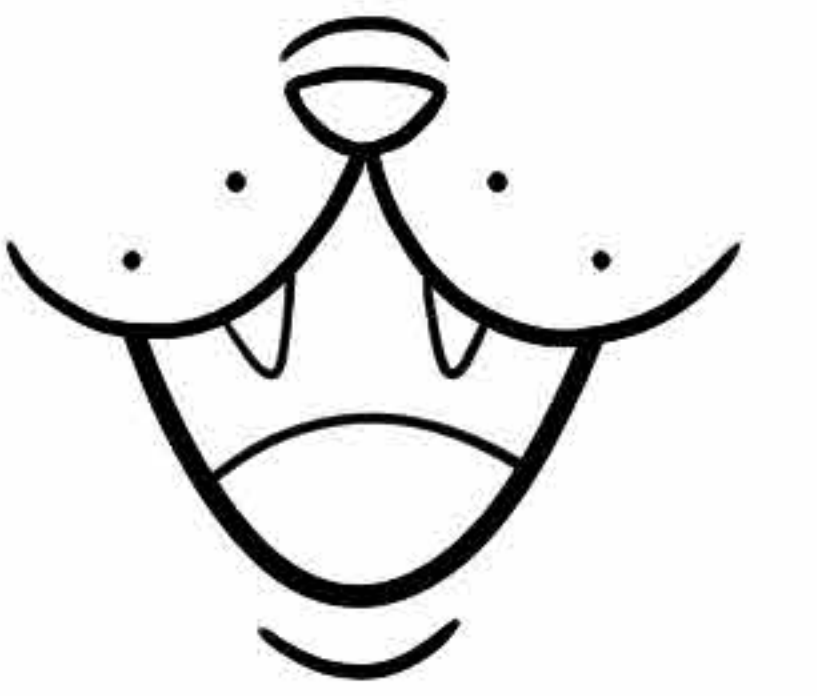
whiskers



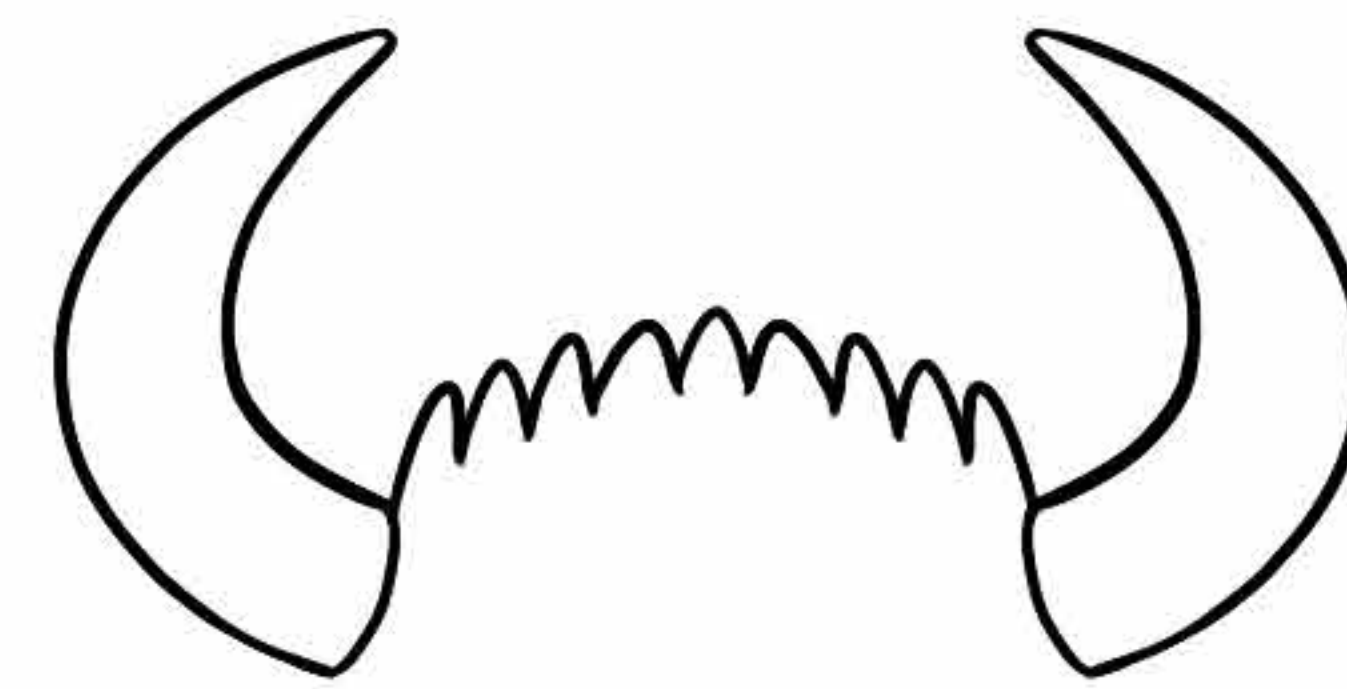
tail



claws



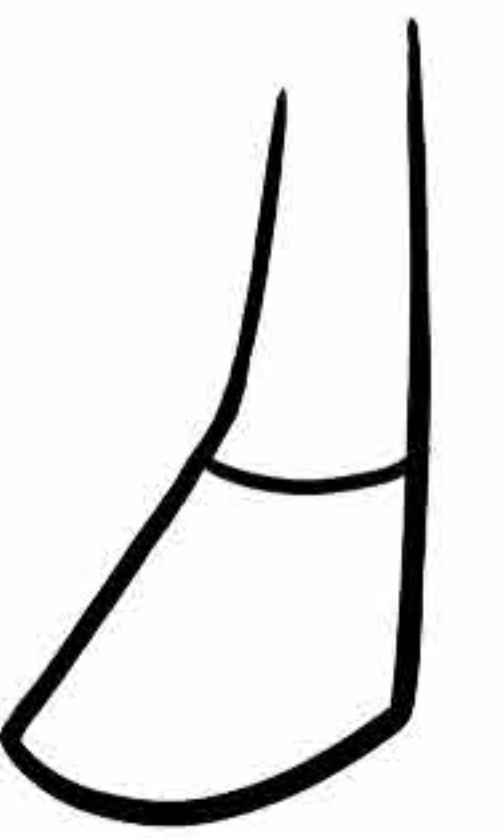
teeth



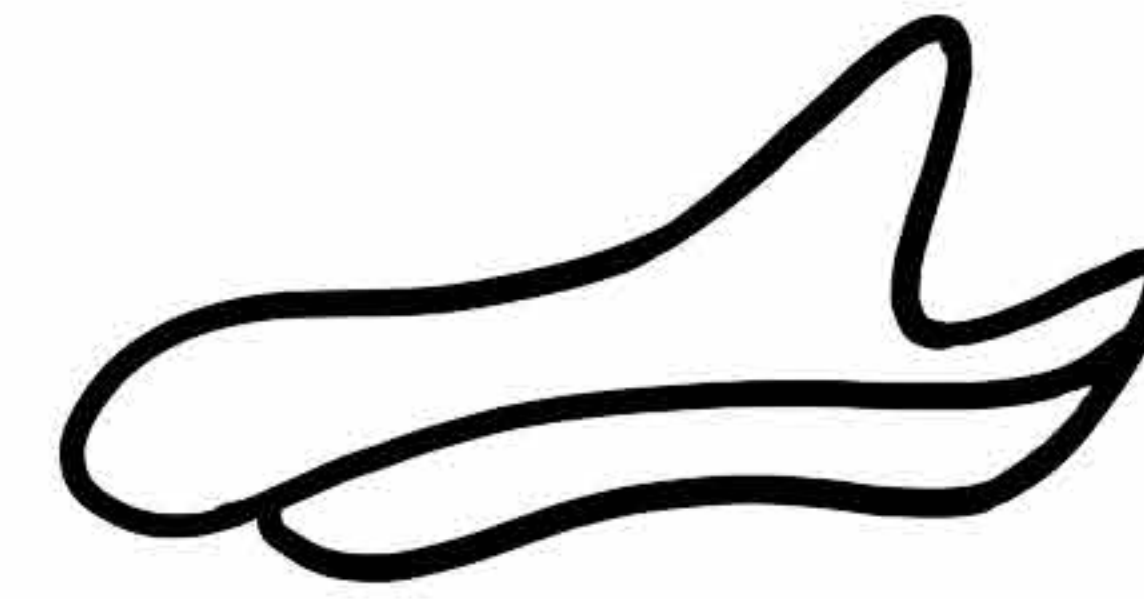
horns



fur



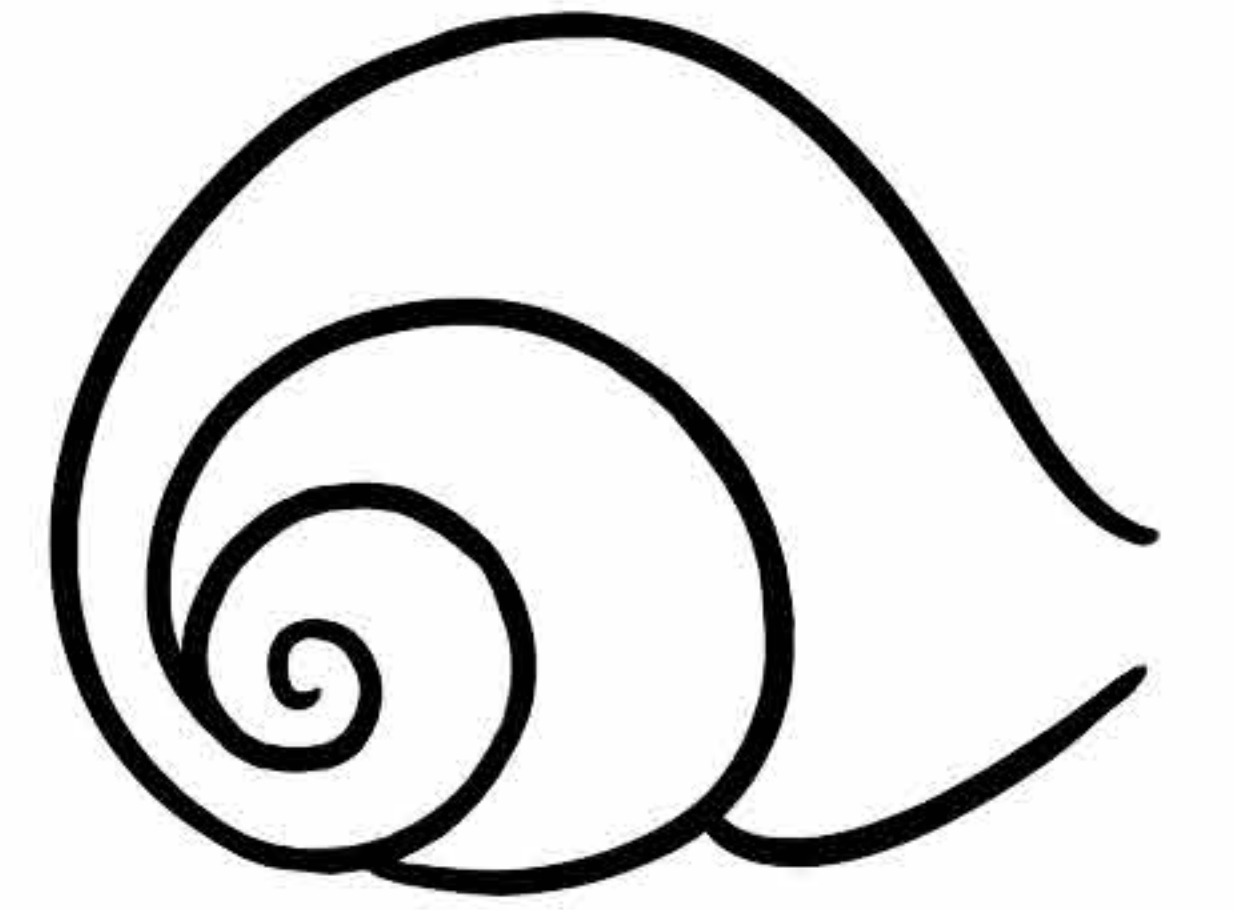
hoof



beak



scales



shell



tail



hoof



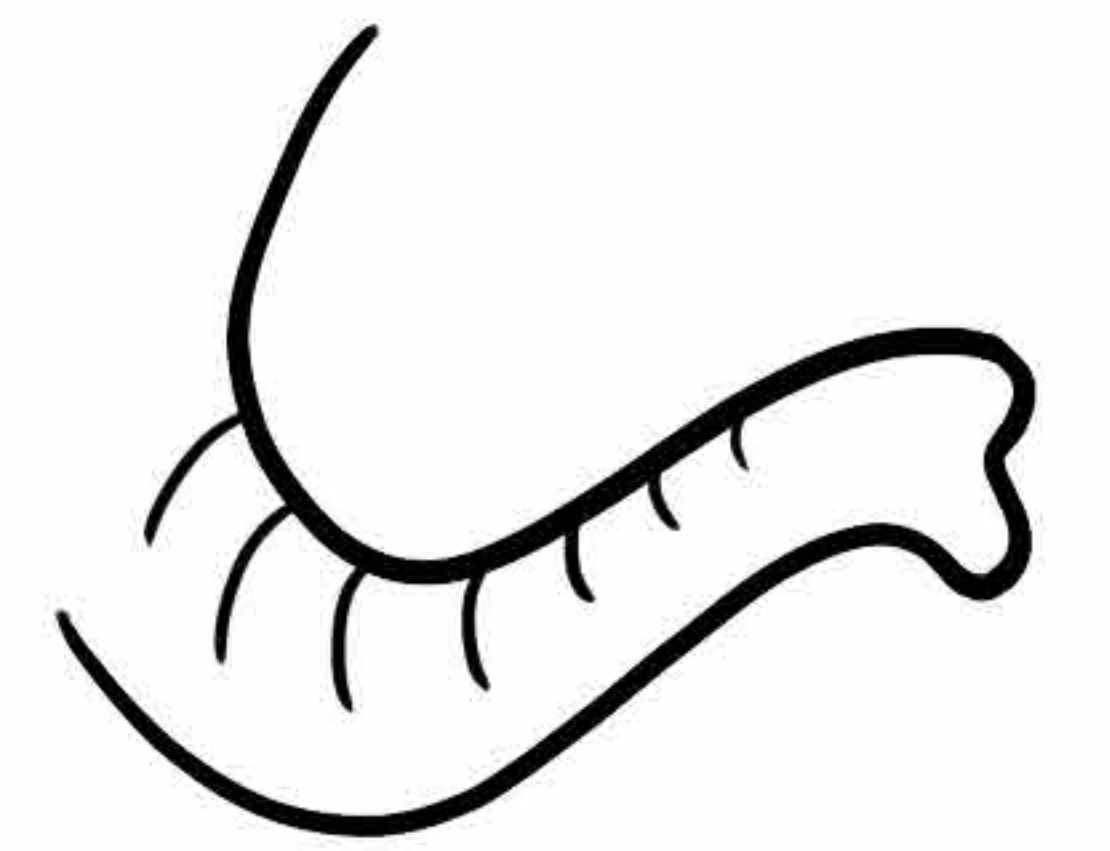
fur



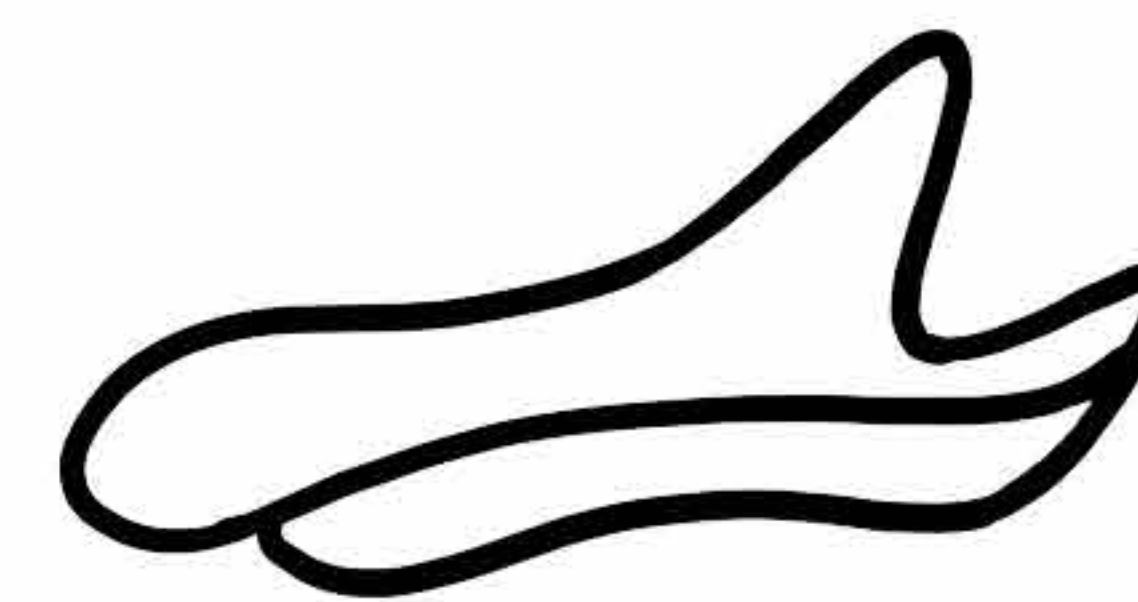
tail



ears



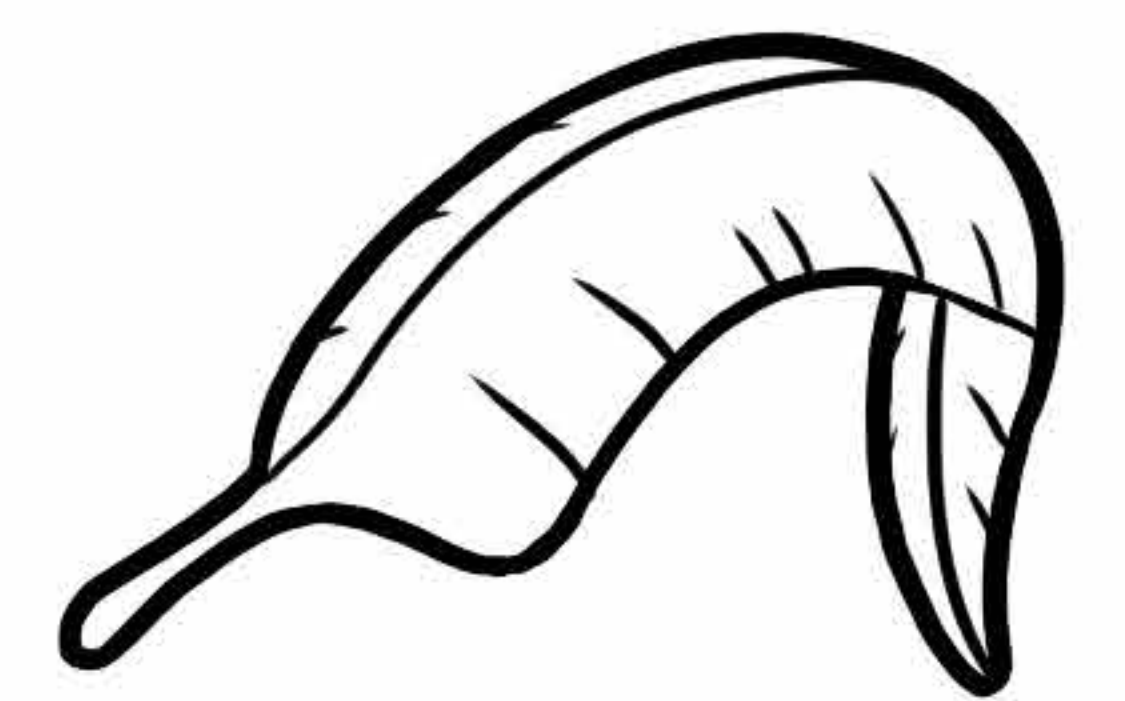
trunk



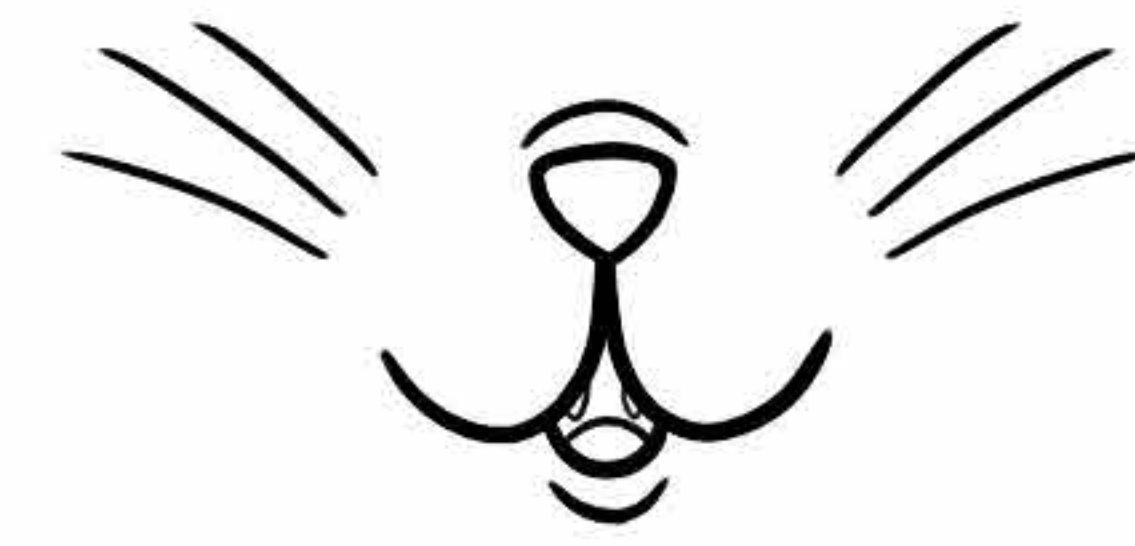
beak



wings



feather



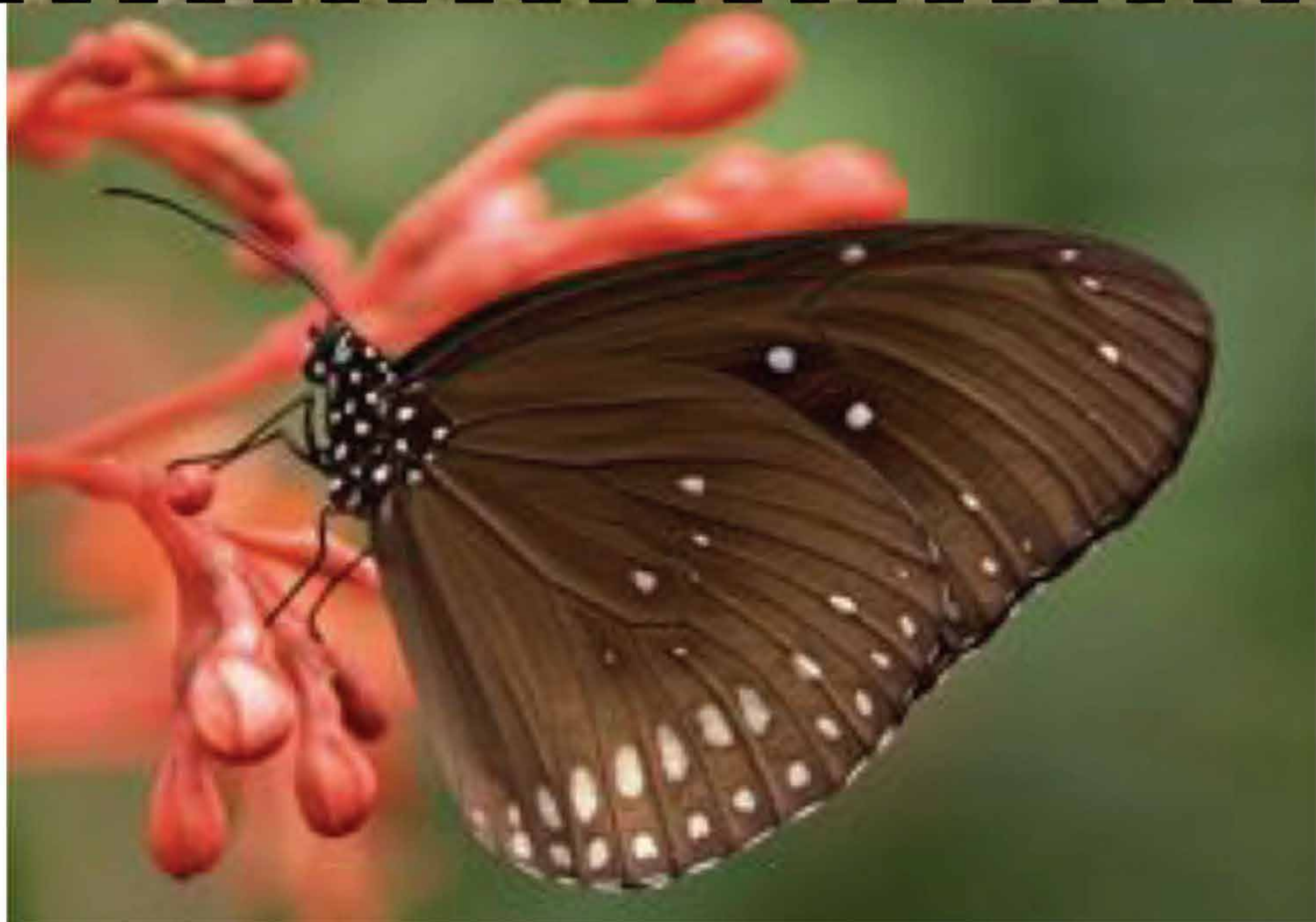
whiskers



fur



paw



wings



scales