

ANIMALS AND THEIR BABIES

This is an educational game teachers may use with young children. Even though the traditional game is concerned with animals and their babies, the game can be played with other elements as well such as: the cartoon/film /book character and its traits, jobs and their characteristics, etc. The traditional version is described and explained here and was aimed at kindergarten children initially.

Materials:

- Pictures and drawings of different animals
- Pictures and drawings of the babies of the different animals

Instructions:

The children and their teacher are all gathered around a table. The teacher gives each child a picture/drawing showing an animal (not the baby). In turns, each child says what animal is in his/her picture/drawing. *E.g. I have got the tiger. /I have got the hippopotamus.* The teacher then shows the children, one by one, the babies of the animals, placing the picture/drawing in the middle of the table and asking: Whose baby is this?

E.g. The teacher shows the colt to the children. The child who has the picture/drawing representing the horse has to say: *This is the baby of the horse: the colt, I have got the horse.* He/she will then have to put the picture/drawing he/she has together with the picture/drawing of the corresponding baby, placing them face down on the table. The other children are asked to state whether the child is right or not.

The game continues until the teacher runs out of pictures/drawings showing baby animals. It can also be played starting with the pictures/drawings of the babies and then showing, one by one, the adult animals (the parents, not the babies).The game requires children to associate things and to denominate them correctly, being aware of the characteristics of those things.

Bibliography:

Eschenasy,Stella,Edith Ghitnic and Marcovici, Laurian. "Animalele si puii lor".*Carte de jocuri pentru cei mici.*Editura Tineretului, 1957:89-92