

Teacher's notes

FARM ANIMAL BOARDGAME

Language: cow, sheep, horse, pig, donkey, goat, chicken, duck, bird, rabbit, cat, dog, frog

Resources: **Old MacDonald Boardgame** activity sheet, dice, counters

- a) Print off the boardgame and enlarge to A3 size.
- b) Explain and demonstrate the rules: in turn, the children roll the dice and move their counters the corresponding number of squares.
 - If they land on a cat, they must return to the start.
 - If they land on a duck, they can move forward one extra square.
 - When they land on any other animal, they must make the corresponding animal noise.

Alternatively,

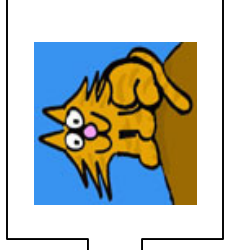
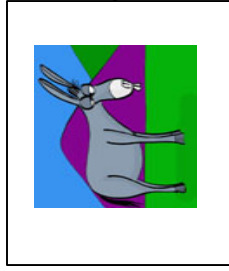
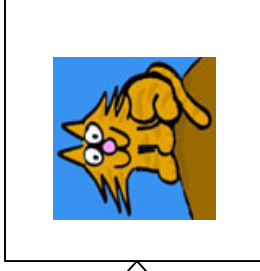
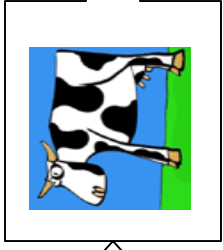
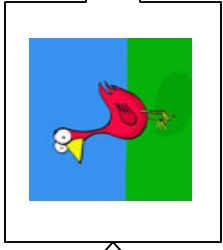
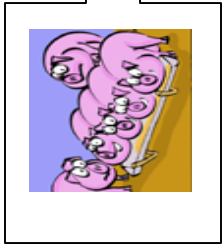
- When they land on an animal, they must say something true about it.
e.g. It's pink/It's got 4 legs/It's small.

Alternatively,

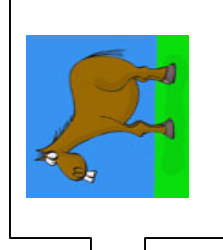
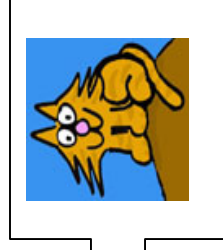
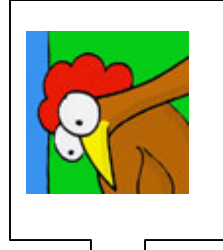
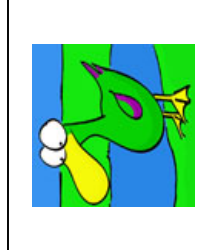
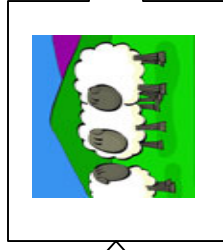
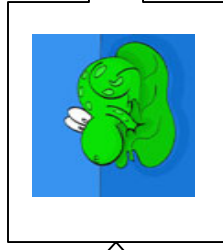
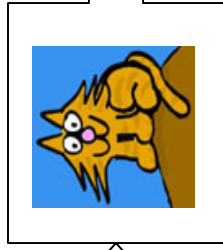
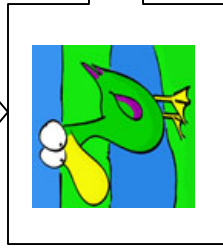
- Give each group a set of cards from the **Farm animal facts** activity sheet. When they land on an animal, they take a card, read it and decide if it's true or false in relation to the animal they're on.

- c) Now divide your class into small groups and hand out the boardgame, dice and counters.

Start here!



Farm animal boardgame



The Winner!