

## ANIMAL BOARD GAME

**Language:** lion, whale, snake, crocodile, polar bear, wolf; spider, elephant, tiger, seahorse, seal, duck, monkey, crab, scorpion, butterfly, giraffe, lizard, parrot, bird, frog, turtle, camel, fish, goat, gorilla, meercat, rabbit

**Resources:** Animal board game, dice, counters

- Divide your children into groups.
- Demonstrate the game with the dice and counters.
- The children may talk about the animals themselves or nominate others to talk about the animals.
- If a player is challenged correctly, the child returns to Start. e.g. "Polar bears live in the jungle." Challenge: "No! They live in the Arctic!"
- If a player repeats what another has already said, s/he returns to Start.
- The winner is the first player to reach the rabbit.

**The board game may be used to practise a number of lexical items and language structures, for instance,**

- The names or noises of the animals.
- Animal characteristics e.g. It's (brown/big/dangerous) It's got (a tail/long legs).
- Animal abilities e.g. It can (run/swim/jump) /can't (fly/climb).
- Animal habitats and diet.

# Animals

