OLD MACDONALD CARD GAMES

Language: sheep, pigs, cows, ducks, dogs, horse, cat; colours
Resources: Old MacDonald’s pelmanism activity sheet, card, crayons, scissors

PELMANISM
2-4 players

a) Photocopy the activity sheet onto coloured card, e.g. red for the animal pictures, blue for the words. (For a longer game, use the same coloured card.)
b) Demonstrate the game. Place the 12 cards face down on the table. Turn a red card face up and say or read the name of the animal. Turn up a blue card. If the cards make a pair, keep the cards and take another turn. The winner is the player with the most pairs.

SNAP
2 players

a) Give each of your children an activity sheet photocopied onto white card.
b) Ask them to colour their animals.
c) Next they cut out the animals and the words.
d) Demonstrate the game. Shuffle 2 sets of cards together. Deal the cards equally between the 2 players. Put the cards in a pile in front of each player, face down.
e) Turn up the first card and place it in the middle of the table. Say or read the name of the animal. The second player places his/her first card in the middle. If the 2 cards make a pair, shout “Snap!” The first player to shout ‘Snap!’ keeps the cards. The winner is the player with the most pairs.
ANIMAL NOISES
3–4 players

a) Give each pair or group a set of animal cards.
b) Ask your children to turn the cards face down. In turn, each child takes a card and makes the noise of the animal. The other children then guess the animal.
c) Alternatively, the children make actions for each animal!
<table>
<thead>
<tr>
<th>sheep</th>
<th>pigs</th>
</tr>
</thead>
<tbody>
<tr>
<td>cows</td>
<td>ducks</td>
</tr>
<tr>
<td>dogs</td>
<td>a horse and a cat</td>
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</tbody>
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