

Unit 1: Animals

Farm Animals, Pets, and Wild Animals

1. **REPRODUCIBLE PHOTO CARDS** are found on pages 6 and 7. (*English and Spanish Vocabulary Lists can be found on page 90.*)

PHOTO CARDS:

(*Farm & Pets, page 6*)

- | | | |
|---------|------------|------------|
| 1. cat | 5. fish | 9. mouse |
| 2. cow | 6. hamster | 10. pig |
| 3. dog | 7. hen | 11. rabbit |
| 4. duck | 8. horse | 12. sheep |

(*Wild Animals, page 7*)

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|------------------|----------------|-----------|
| 13. alligator | 17. leopard | 21. shark |
| 14. elephant | 18. lion | 22. snake |
| 15. giraffe | 19. monkey | 23. tiger |
| 16. hippopotomus | 20. rhinoceros | 24. zebra |

2. **BINGO, LOTTO, AND MEMORY MATCH GAMES** can easily be created with the photo cards. Use the reproducible Lotto game board (*page 88*) and the Bingo game card (*page 89*) to make the games. Complete directions for all three games are found on page 87.
3. **REPRODUCIBLE PAGES:** Directions for *Down on the Farm* (*page 8*) and *The Pet Store* (*page 9*) are found on each specific page.
4. **MUSIC:** Children learn quickly with rhythm and rhyme. The songs “Old McDonald,” “I’m Going to the Zoo,” “The Farmer in the Dell,” and “How Much is That Doggie in the Window” are wonderful songs for expanding vocabulary. Let the children come up with the animals names. Substitute new names, make up new verses, and show photos of the animals as you are singing.
5. **CLASSROOM BIG BOOK OF ANIMALS:** Give each child an 11” x 17” piece of paper. Ask them to draw and color a picture of their favorite animal. Then have each child dictate or write a sentence about that animal. When the children have finished, make a cover, punch three holes along the left-hand side, and bind the pages together with yarn. Let each of the children “read” their page to the class. This book will be enjoyed all year long!
6. **CHILDREN’S LITERATURE:** The following books will reinforce animal vocabulary:
- Brown, Demi. *Touch and Feel Wild Animals*. Dorling Kindersley Publishing. © 1998.
 - Burton, Marilee Robin. *Tails Toes Eyes Ears Nose*. HarperCollins. 1st Edition © 1988.
 - Emberly, Rebecca. *My Animals/Mis animales*. Little, Brown & Company. Bilingual Edition: English & Spanish © 2002.
 - Martin Jr., Bill and Carle, Eric (*illustration*). *Panda Bear, Panda Bear, What Do You See?* Henry Holt and Company, LLC. © 2003.
 - McCloskey, Robert. *Make Way for Ducklings*. Penguin Group. © Robert McCloskey 1941.
 - Paterson, Betina. *My First Wild Animals*. HarperCollins. © 1991.
 - Wiesner, David. *The Three Pigs*. Clarion Books. © 2001.
3. **IN THE JUNGLE GAME** (*pages 10–11*): Cut out directions and glue to the back of the file folder.

DIRECTIONS: Reproduce the gameboard (*pages 10 & 11*), color and glue on the inside of a file folder. Laminate for durability. Reproduce 4 sets of the wild animal photos (*page 7*) on card stock. Write the words “WILD CARD” on the shark cards. Attach a resealable plastic bag on the back of the file folder for storing the animal cards.

HOW TO PLAY: Shuffle the cards and lay them face down on the designated square on the gameboard. Use pennies or small objects as markers. Throw a dice or use a numbered spinner to determine how many spaces to move. For example: if the arrow on the spinner stops on the numeral “4,” one moves the marker forward four stepping stones. Each time one stops on a stepping stone they get to pick an animal card. If you pick an animal card that you have already collected, you must put it back at the bottom of the deck. If a “wild card” is drawn, the player gets to choose an animal card out of the deck that they do not have already. All players must reach the end of the path. The player with the most animal cards wins! Watch out for the “lose a turn” and “extra turn” stones, and the short cuts!