

ANIMOES



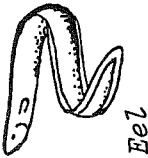

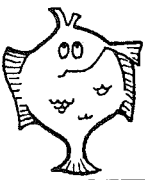
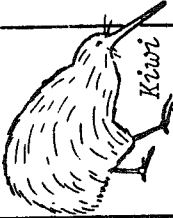
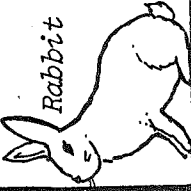



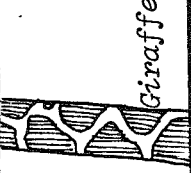

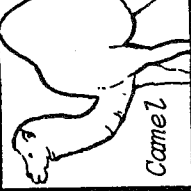
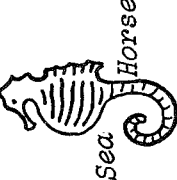








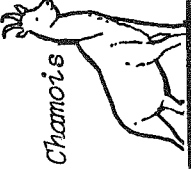




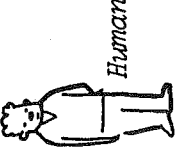







(Sheet 1a)

TEACHER
NOTE

- ✓ Cut out the 35 ANIMOES on this sheet.
- ✓ Initially, students should play this game using only the 70 ANIMOES from sheets 1a and 1b.
- ✓ Add the ANIMOES from sheets 2a and 2b to give a greater range of animals and characteristics.



GA-01-2

 Tuatara	NATIVE TO NEW ZEALAND	 Bear	A MAMMAL	 Eel	A SWIMMER	 Pukeko	AN OMNIVORE	 Flounder	A FISH	 Kiwi	LIVES IN THE BUSH	 Rabbit	LIVES ON LAND
 Pig	AN OMNIVORE	 Hen	A HERBIVORE	 Bat	A FLYER	 Giraffe	LIVES ON LAND	 Common Frog	A JUMPER	 Camel	A HERBIVORE	 Sea Horse	A FISH
 Penguin	A BIRD	 Native Frog	LIVES IN THE BUSH	 Mouse	A PEST	 Snapper	A FISH	 Cow	A HERBIVORE	 Lion	LIVES ON LAND	 Zebra	LIVES ON LAND
 Dog	A MAMMAL	 Chamois	INTRODUCED INTO NEW ZEALAND	 Seagull	A FLYER	 Cat	A CARNIVORE	 Whale	LIVES IN WATER	 Pigeon	A HERBIVORE	 Human	AN OMNIVORE
 Deer	INTRODUCED INTO NEW ZEALAND	 Kahawai	A SWIMMER	 Owl	A CARNIVORE	 Snake	A REPTILE	 Fox	A RUNNER	 Hedgehog	A MAMMAL	 Tui	NATIVE TO NEW ZEALAND

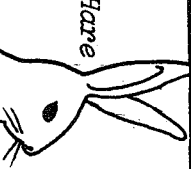
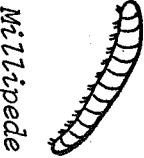
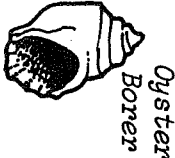



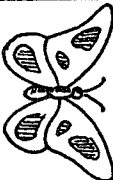


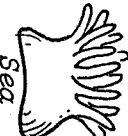







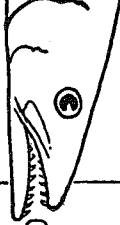



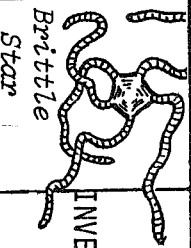
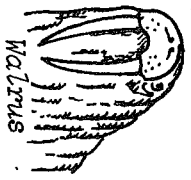




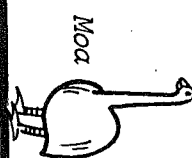




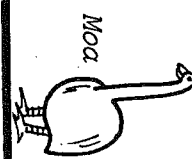

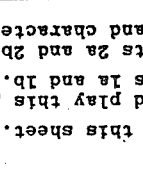
ANIMOE (Sheet 2b)

TEACHER NOTE

1. Cut out the 35 ANIMOE on this sheet.
 2. Initially, students should play this game using only the 70 ANIMOE from sheets 1a and 1b.
 3. Add the ANIMOE from sheets 2a and 2b to give a greater range of animals and characteristics.



GA-01-5

	INTRODUCED INTO NEW ZEALAND		A HERBIVORE		LIVES IN WATER		AN INVERTEBRATE		LIVES IN WATER
	A FILTER FEEDER		AN INSECT		A VERTEBRATE		A MOLLUSC		AN INVERTEBRATE
	AN OMNIVORE		USEFUL TO HUMANS		LIVES IN WATER		A PARASITE		AN INSECT
	A JUMPER		A MOLLUSC		A CARNIVORE		EXTINCT		A HERBIVORE
	EXTINCT		AN INVERTEBRATE		A VERTEBRATE		Hermit Crab		Snail
	Ladybird		Ant		Moa		Hermit Crab		Snail
	Ladybird		Ant		Moa		Hermit Crab		Snail
RUNNER	A RUNNER	A VERTEBRATE	A VERTEBRATE	AN INSECT	AN INSECT	AN INVERTEBRATE	AN INVERTEBRATE	A JUMPER	A JUMPER

ANIMOES

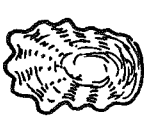
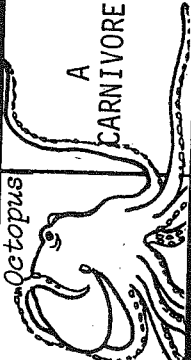

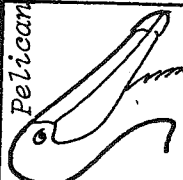



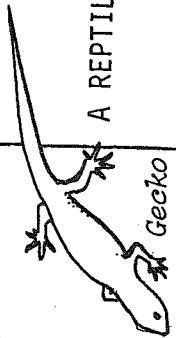




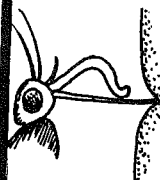






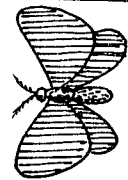
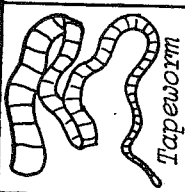

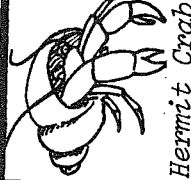



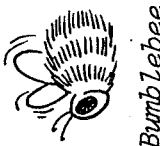
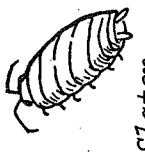

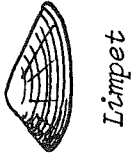
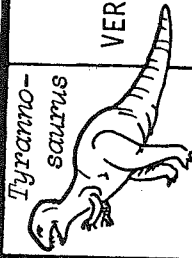


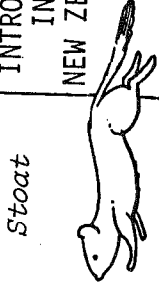
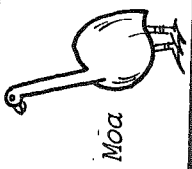
(Sheet 2a)

TEACHER
NOTE

- Cut out the 35 ANIMOES on this sheet.
- Initially, students should play this game using only the 70 ANIMOES from sheets 1a and 1b.
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GA-01-4

 Rock Oyster	 Octopus	 Spider	 Pelican	 Crayfish	 Sabre Toothed Tiger	 Catseye
AN INVERTEBRATE	A CARNIVORE	A CARNIVORE	A VERTEBRATE	USEFUL TO HUMANS	A VERTEBRATE	A HERBIVORE
 Gecko	 Earthworm	 Pterodactyl	 Toheroa	 Stegosaurus	 Mosquito	 Barnacle
A REPTILE	A CRAWLER	A VERTEBRATE	A FILTER FEEDER	A REPTILE	A PARASITE	A CRUSTACEAN
 Ladybird	 Sea Urchin (Kina)	 Fly	 Huia	 Snail	 Moth	 Tapeworm
A CARNIVORE	LIVES IN WATER	AN INSECT	A CARNIVORE	A CRAWLER	AN INVERTEBRATE	A PEST
 Paua	 Hermit Crab	 Squid	 Crab	 Mammoth	 Bumblebee	 Slater
A MOLLUSC	A CRUSTACEAN	A MOLLUSC	LIVES IN WATER	EXTINCT	A FLYER	A RUNNER
 Hapuka	 Limpet	 Tyrannosaurus	 Weta	 Centipede	 Stoat	 Moa
A SWIMMER	AN INVERTEBRATE	A VERTEBRATE	AN INSECT	A CARNIVORE	INTRODUCED INTO NEW ZEALAND	EXTINCT

ANIMOEES





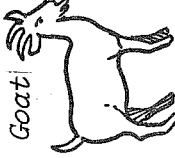
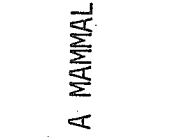



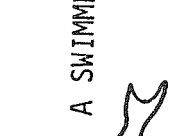
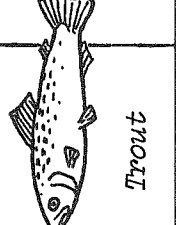
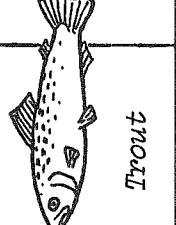






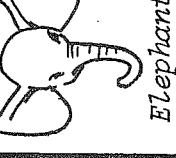



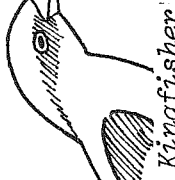







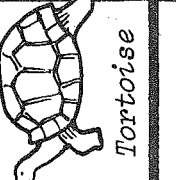
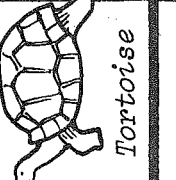
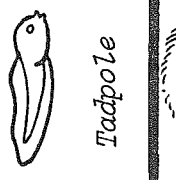


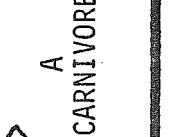
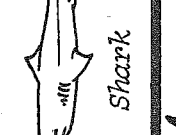


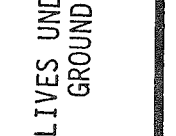



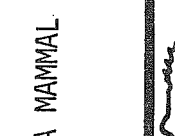
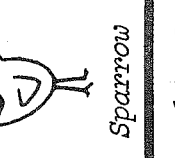



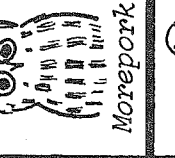









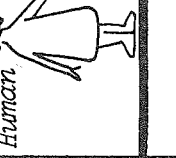
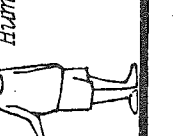
(Sheet 1b)

TEACHER
NOTE

- ~ Cut out the 35 ANIMOEES on this sheet.
- ~ Initially, students should play this game using only the 70 ANIMOEES from sheets 1a and 1b.
- ~ Add the ANIMOEES from sheets 2a and 2b to give a greater range of animals and characteristics.



GA-01-3

 Fantail	 A FLYER	 Marlin	 A CARNIVORE	 Goat	 A MAMMAL	 Toad	 AN AMPHIBIAN	 Dolphin	 A SWIMMER
 Trout	 A FISH	 Duck	 A SWIMMER	 Lizard	 A RUNNER	 Kaka	 NATIVE TO NEW ZEALAND	 Elephant	 A HERBIVORE
 Opossum	 A PEST	 Kingfisher	 A BIRD	 Sheep	 A HERBIVORE	 Squirrel	 A MAMMAL	 Horse	 A RUNNER
 Tortoise	 A REPTILE	 Tadpole	 A HERBIVORE	 Crocodile	 A CARNIVORE	 Shark	 A FISH	 Mole	 LIVES UNDER GROUND
 Wallaby	 INTRODUCED INTO NEW ZEALAND	 Monkey	 A MAMMAL	 Sparrow	 A BIRD	 Rhinceros	 A HERBIVORE	 Morepork	 A BIRD
 Flounder	 A FISH	 Tuatara	 A BIRD	 Duck	 A MAMMAL	 Rabbit	 A CARNIVORE	 Human	 A HERBIVORE



AIM OF ACTIVITY SHEET

To familiarise students with the characteristics of some common animals.

NOTES

Playing the game of ANIMOES will enable students to find out about the characteristics of some animals.

Using just the ANIMOES on sheets 1a and 1b will introduce students to:

- the main classes of vertebrates.
- examples of herbivores, carnivores and omnivores.
- the habitats of some animals.
- the method of movement of animals.

Adding the ANIMOES from sheets 2a and 2b, will introduce other characteristics:

- invertebrates and vertebrates.
- some classes of invertebrates.
- some extinct animals.
- other feeding methods (eg filter feeders and parasites).

Not all the ANIMOES on sheets 2a and 2b need to be used. For example, the ANIMOES relating to filter feeders/parasites, or extinct animals, or even the invertebrates, could be excluded. In this way the game can be adjusted to suit the ability or knowledge of a particular group of students. Likewise, the game can be made progressively more difficult as additional ANIMOES are added.

It is suggested that students be introduced to the game and have the rules explained to them. The set(s) of ANIMOES can then be left for groups of students to use:

- when they have finished their work early,
- when they feel like a break during a period,
- outside normal class time,
- etc.

Undoubtedly there will be disputes in any game of ANIMOES. These disputes should be a valuable part of any game. They can be simply solved by the teacher giving the correct answer, or students can be directed to suitable books to find the answer for themselves. As a result of such disputes, students will soon increase their knowledge about the animals on the ANIMOES.

ANIMOES can be used with a range of levels and abilities. Even 7th form students can benefit from the game.

Either print the 4 ANIMOES sheets on thin cardboard, or glue the sheets onto cardboard before cutting them up.