# KITZ 507 ANIMOES NEW

## TEACHERS COLLEGES

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99571 - A GAME FOR 2 TO 4 PLAYERS -

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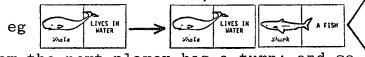
A whale lives in water....

...and so does a shark

- >> On each ANIMOE card there is a drawing of an animal and a statement about that animal.
- >> There are also some DOUBLE ANIMOES these have either 2 drawings, or 2 statements.

HOW TO PLAY: - Place all the ANIMOES in a box.

- Each player takes 6 ANIMOES from this box.
- The first player puts any ANIMOE (except a double) down on the table.
- The next player tries to put down an ANIMOE that matches either the drawing or the statement on the first,



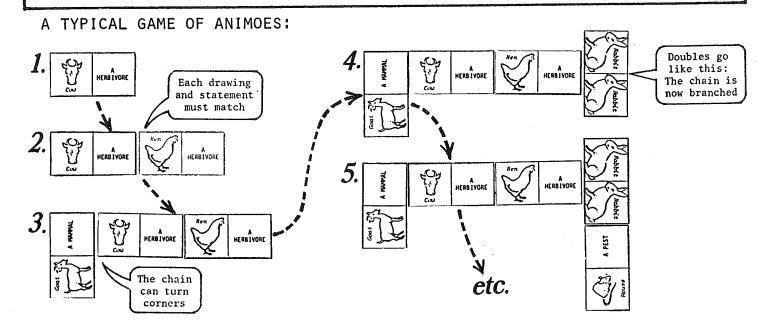
- Now the next player has a turn; and so on.

#### NOTE:

- Any player who cannot put down a suitable ANIMOE, must pick one up from the box.
- The ANIMOES must be laid down so that a (2) statement is always next to a drawing. (See the drawing below.)
- DOUBLE ANIMOES can be used to branch the (3) (See the drawing below.) line.
- (4) Other players may protest if they do not agree that a drawing and a statement match. To settle these protests, check in a book or ask your teacher.
- (5) The winner is:

Either - the first player to get rid of all their ANIMOES.

> Or - the player with the smallest number of ANIMOES when the box of extras is empty.



(Sheet la)

TEACHER NOTE

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

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GA-01-2

(Sheet la) greater range of animals and characteristics.						GA-01-2
NEW ZEALAND	A MAMMAL	A SWIMMER	AN OMNIVORE	A FISH	LIVES IN THE BUSH	LIVES ON LAND
Tuatara 2	Bear	Ee1	Pukeko	Flounder	Kiwi	Rabbit
AN OMNIVORE	A HERBIVORE	A FLYER	LIVES ON LAND	A JUMPER	A HERBIVORE	A FISH
Pig Bid	Hen	Bat	Giraffe	Common Frog	Camel	Sea Horse
A BIRD	LIVES IN THE BUSH	A PEST	A FISH	A HERBIVORE	LIVES ON LAND	LIVES ON LAND
Penguin	Native	Mouse	Snapper	5000	Lion	Zebra
A MAMMAL	INTRODUCED INTO INTO NEW ZEALAND	A FLYER	A CARNÍVORE	LIVES IN WATER	A HERBIVORE	AN OMNIVORE
Board	Chamois (1)	Seaguil	東門常	Whale	6 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Evil
INTRODUCED INTO NEW ZEALAND	A SWIMMER	A CARN I VORE	A REPTILE	A RUNNER	A MAMMAL	NEW ZEALAND
Je see	Kahawai	200	Snake	Fox Fox	Kill III	Tui

RUNNER	Ladubird	Dodo Wy	Flea	Sharimp	Tuatua	Hare
A RUNNER	Ladybird	EXTINCT	A JUMPER	AN OMNIVORE	A FILTER FEEDER	INTRODUCED INTO NEW ZEALAND
A VERTEBRATE	Ant	Brittle Star	Mussel	Bee	Butterfly	Millipede
A VERTEBRATE	Ant	AN INVERTEBRATE	A MOLLUSC	USEFUL TO HUMANS	AN INSECT	A HERBIVORE
AN INSECT	моа	Walrus	Barracouta	Starfish	Seal	Oyster Borer
AN INSECT	Моа	A VERTEBRATE	CARNIVORE	LIVES IN' WATER	A VERTEBRATE	LIVES IN WATER
AN INVERTEBRATE	NATIVE TO NEW ZEALAND	Hermit Crab	Bronto- Braurus	Head louse	Chiton	Scallop
AN INVERTEBRATE INVERTEBRATE	NATIVE TO NEW ZEALAND	Hermit Crab	EXTINCT	A PARASITE	A MOLLUSC	AN INVERTEBRATE
A JUMPER	USEFUL TO HUMANS	Snail (	A Periwinkle	Ant	Sea Anemone	Pipi
A JUMPER	USEFUL TO HUMANS	Snail Di	A HERBIVORE	AN INSECT	AN INVERTEBRATE	LIVES IN WATER
G-10-A9	ANIMOES  TEACHER  Anitors from sheets as and 2b to give a greater trange of animals and characteristics.  Steater range of animals and characteristics.  GA-01-5  GA-01-5					

GA-01-4

EXTINCT

Moa

A RUNNER

PEST ⋖

A CRUSTACEAN

A HERBIVORE

Tigers ToothedSabre

Catseye

Slater

Tapeworm

Barnacle

### Cut out the 35 ANIMOES on this sheet. ANIMOES Initially, students should play this game using only the 70 ANIMOES from sheets la and 1b. TEACHER NOTE (Sheet 2a) ∼Add the ANIMOES from sheets 2a and 2b to give a greater range of animals and characteristics. A SWIMMER NVERTEBRAT VERTEBRATE INTRODUCED INTO NEW ZEALAND AN INSECT CARNIVORE AN Hapuka sanus Weta Tyranno-Centipede Limpet Stoat(in MOLLUSC CRUSTACEAN A MOLLUSC LIVES IN WATER EXTINCT A FLYER Squid Bumblebee Pana CrabHermit LIVES IN WATER CARNIVORE NVERTEBRATE CARNIVORE AN INSECT A CRAWLER Sea Urchin Huia Ladybird (Kina) () () Moth Snail **6** A REPTILE A CRAWLER VERTEBRATE A REPTILE A FILTER FEEDER **PARASITI** Gecko Pterodacty1 Stegosaurus Earthworn Тоћегоа NVERTEBRATE ARNIVORE VERTEBRATE CARNIVORE VERTEBRATE TO HUMANS USEFUL Rock Oyster Spider Pelicar

NIMOES (Sheet 1b)

TEACHER NOTE

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



greater range of animals and characteristics.						GA-01-3
A SWIMMER	A HERBIVORE	A RUNNER	LIVES UNDER GROUND	A BIRD	Human Human	A HERBIVORE
Dolphin	Elephant	Horse	Moze	Morepork	Hruman (2)	A HERBIVORE
AN AMPHIBIAN	NATIVE TO NEW ZEALAND	А МАММАГ	A FISH	A HERBIVORE	Rabbit	A CARNIVORE
Toad	Kaka J	Squirrel	Shark	Rhinoceros	Rabbit	A CARNIVORE
A MAMMAL	A RUNNER	A HERBIVORE	CARNIVORE	A BIRD	Duck	A MAMMAL
Goati	Lizard	Sheep	Crocodile	Sparrow	Duck	A MAMMAL
A CARNIVORE	A SWIMMER	A BIRD	A HERBIVORE	A MAMMAL.	Tuatara L	A BIRD
Martin	Duck	Mingfisher Kingfisher	Tadpole	Monkey S	Tuatara	A BIRD
A FLYER	A FISH	A PEST	A REPTILE	INTRODUCED INTO INW ZEALAND	Flounder	A FISH
Fantait	Trout	Sogo Summ	Tortoise	Wallaby	Flounder	A FISH

# MIMOES

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CUTLASS ACTIVITY SHEET TEACHERS' GUIDE

GA-01-6

#### 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 ANIMOE sheets on thin cardboard, or glue the sheets onto cardboard before cutting them up.