

BABY HABITAT

This game and useful teaching aid comprises 12 pairs of cards, each with a parent animal and their little one, which slot in vertically to their natural habit/den/kennel, where they either live or take shelter. Guided by the background colour and illustrations on the puzzle pieces, the children will learn to complete the 12 puzzles, recognize the animals and the 12 different habitats all through play and while they are having fun.

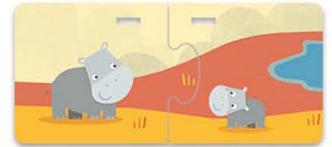
PRESENT THE ANIMAL FAMILIES

Lay everything out on the table then pick up the animal puzzle pieces, show them to the children and pronounce the name of each one out loud: "This is a dog!" "This is its puppy!", "This is the horse's mummy", "This is her little one, the foal!", "This is a fox!" "This is its cub."



SKILLS

Logic: relating and comparing;
Fine motor skills



Present each member of the families and have the children learn their names. Show the children the “parent” animal pieces first then match them to their little ones, encouraging the children to observe both the parent/baby pairs, the things pictured in their habitat, and what the animals are doing, saying each thing out loud: “What’s the mummy penguin doing?”, “What’s the squirrel doing?”, “Where is the puppy dog’s mummy?”, “What are the mummy penguin and her little one walking on?”

WHERE DO THEY LIVE?

It’s time now to introduce the pieces showing the places in which the animal pairs live or go to for shelter. Lay the 12 places out on the table and present them to the children one-by-one, matching them as do you to the parent/baby pair while saying the name of each habitat out loud and in a clear voice: “This is an igloo and it’s where the penguin takes shelter with its little one”, “This is a nest, where birds eat and sleep”, This is the cell in the stable where the foal rests with its mummy.”

Once all the families are together and correctly matched to their habitats, continue the game, interacting with the children by asking them these questions: “Where is the foal?”, “Where is its mummy?”, “Where do they go to sleep?”, “What do they eat?” Let the children answer, encouraging them to point to the right pictures which will help them to recognize each animal or place and learn the correct words for them, especially words which are new. By the end, the children will be able to put the simple 3-piece puzzles together and recognize all the animals and all their homes (dens, kennels, stables).



PLAYTIME

Lay all the puzzle pieces out on the table and separate them so that the parent has all the animal parent pieces piled in front of them and facing down, and the child has all the baby animal pieces. Pick a card from the top of the pile, look at it (without showing it to the child) then try to imitate the animal, mimicking its call or a typical characteristic. For example, bark to imitate a dog, or walk with your feet turned out like a penguin. When the child works out which animal it is, they then look for the adult animal's little one and say the name out loud.

