

ANIMAL FUN

Montessori

This game and teaching aid contains 40 modular pieces with a tactile surface the children can fit together to form animals from the savannah, just like they would in a playset. The shapes of the pieces and the surfaces aid recognition and children will be able to guess which animal it is before having some more fun mixing up the pieces and putting them together in original combinations to make their very own "fantastic beasts"

SKILLS



Creative thinking;
Lateral thinking;
Imagination;
Resourcefulness;
Develop sense of touch

ANIMALS AND THEIR NAMES

Take out the pieces and explain to the children that, if they piece them together correctly, they can make an elephant, a leopard, a lion, a crocodile, a snake, a zebra, a giraffe and an ostrich. Start by showing them how to do it, saying the name of the animal out loud, describing the part of its body (head, body, feet, etc.) and drawing their attention to the type of surface each one has.



FULL SENSORY EXPERIENCE

To stimulate a full sensory experience, try organizing a game of animal recognition through touch, i.e. ask the child to recognize animals by touching the tactile surface you showed them previously. Inject some extra fun into the activity by having the children guess while blindfolded or with their eyes shut.



FANTASTIC SAVANNAH

As a final step in the activity, leave the children to play freely with the shapes. Reveal one last secret to them: point out that if they put the pieces of two different animals together (for example, joining the leopard's body with the elephant's head and feet) they will have created a fantastic beast called a LEOPHANT. The name of this fantastic animal is the start of the word LEOPARD and the end of the word ELEPHANT. Following this example, they can create lots more fantastic animals, like the ZEBRODILE (from ZEBRA + CROCODILE), or GIRAFICH (from GIRAFFE + OSTRICH).

Three pieces at a time can also be pieced together to make even more original animals. Use the same technique as before to create a name, namely taking a part from each of the three animals' names. For example, LION + CROCODILE + ZEBRA = LIOCROCBRA.

