



# SYLLABLES FACTORY

## CREATE FANTASTIC CREATURES

### Introduction

Observing and pairing the cards, children meet a variety of lively animals and make a playful start at reading and writing. First they reassemble the pictures, bringing the syllables of the animal names together, then they can have fun switching them around to make up some fantastic new creatures with original names, all the while stretching their creativity and language skills. This teaching aid gives children an opportunity to exercise and develop their linguistic intelligence, a skill which emerges in their ability to use language and words and their ability to adapt them to suit the activity before them.

### Present the individual animals

Before commencing the game, the parent or educator can do some preparatory exercises to present the animals to the children. Lay all the cards on the table and ask the children to find the animals with two-syllable names, e.g. lion, tiger, dolphin.

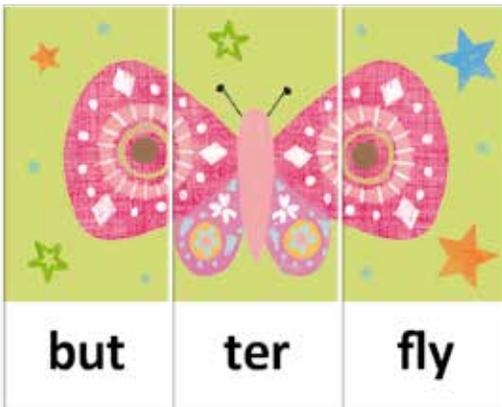
Pronounce the name of each animal out loud, "This is a tiger!", "This is a cheetah!" "This is a rabbit!" and have the children learn them using the three-step Montessori method.

Say the names again, being careful this time to stress the syllables (for example, CHEE-TAH, TI-GER, RAB-BIT), starting from the easier words (two syllables) and moving gradually onto the more complex ones, one group at a time (three syllables then four syllables.)

Working in the same way, guide the children in reassembling the three-syllable animals, e.g. antelope, chimpanzee, butterfly and all the others included in the game. Ask the children to repeat the names and commit them to memory. Now you can move on to stressing the syllables after which you can move on to the four-syllable animal names, like rhinoceros, chameleon, hippopotamus, asking the children to say them after you before you commence the syllable part of the game. Once you've gone through all the animals and their names, move on to the second stage in the three-period method. Continue to interact with the children, asking them the following questions: "Where's the lion?", "Show me the butterfly!",

"Which one's the rhinoceros?" Let the children answer, encouraging them to point to the right pictures which will help them to recognize each animal or thing and learn the word for it. Once you have presented all the animals and said their names out loud (stage 1) and reinforced the children's learning with questions to help them recognize the animals (stage 2), complete the three-

step learning process for this lesson with a fun activity using the teaching materials provided in the box.





Playing this game on their own, the children's efforts will be focused on recognising each of the animals pictured, remembering their names and also how to say them correctly. This equates to stage 3 of the Montessori three-period method. Proceed as follows: lay all the cards out on the table in no specific order and ask the children to reassemble the animals as quickly as possible. The first child to complete an animal and say the name correctly out loud is the winner. You can help them to win with the following prompts: "What is this animal called?", "What animal is this?", "What animal have you made?"; or "Where does this animal live?", "What does it eat?" When a child correctly reassembles an animal and says its name, they get to "capture" it and keep it. The player that captures the most animals, and therefore also the most words, is the winner.



# Create a fantastic beast!

After playing at joining the syllables and assembling the names of the animals, you can stretch the children's imaginations and creativity further by suggesting another game. Ask them to put the syllables together in a different way to make up lots of new animals with quirky new names. Some pretty astounding results can be obtained by mixing up and joining together the syllables of one or more animals. Like a reindeer and a chimpanzee together could make the REINZEEE, or combining a kangaroo and a gorilla to make a KANGARILLA! There's lots of fun to be had with this



part of the game, it will capture the children's imaginations for sure...not to mention stimulate their language and reading abilities!



You can keep the game going by asking the children to make up stories about their fantastic animals: "The story of Hippohopper, who took a bounce and came a cropper!", "The story of kangarilla, the gorilla with a pouch on its tummy", and so on. In this way, the stories will come about spontaneously and the children themselves will help to expand them using their imaginations and making suggestions.

