

# **Animals, their Homes & Sounds - CD**

## **ACTIVITY GUIDE**

### **OBJECT:**

- (1) To learn the names of animals and their homes and, of course, to match the corresponding cards and (ii) to co-relate animal pictures with their sounds.

### **PREPARATION :**

Carefully punch out each set of cards from the cardboard sheets.

#### **Activity 1: Learning to identify Animals:**

Familiarize the child with the animals and their names in sets of three.

#### **Activity 2: Learning about Domestic and Wild Animals:**

- (a) Explain that an animal which is kept on farms or as pet is called Domestic, whereas animals which live in wild or in natural habitat are called wild.
- (b) Ask the child to sort out the animals into two separate groups i.e. wild and domestic.

#### **Activity 3: Learning to identify the Animal Homes:**

Help the child to recognize different Animal Homes and their names in sets of three.

#### **Activity 4: Matching the Animals and their Homes:**

Once the child has mastered the above he/she may be given practice in the following manner:

Spread 4 to 5 sets on a flat surface and jumble them together. Pick up one animal card and ask the child to match this card with its corresponding home card. Gradually make it more difficult by spreading more cards. **Remember only the correct answer will match.**

#### **Listening and Picture Matching Games:**

**You require:** Animal cards, CD player, CD and 18 counters.

#### **Game 1: Listening and identifying different animal sounds :**

Start track-1 of the CD and ask the child to listen each sound very carefully.

#### **Game 2: Listening and identifying different animals :**

Take all the 'animal cards' mix them and arrange them, (on a flat surface) in any order picture side up, forming a rectangle.

Play track-2 of the CD and ask the child to point to the appropriate picture corresponding to the sound.

**Sounds:** Cat, horse, dog, owl, hen, bear, duck, cow, lion, crow, sheep, rooster, camel, donkey, monkey, goat, elephant and frog.

#### **Game 3:**

- (i) Take all the 'animal cards' mix them and arrange them picture side up on the play surface. Form 4 rows of 4 cards each and one row of 2 cards.
- (ii) Distribute the counters equally.
- (iii) Play track-3 or 4. The first of the 18 sounds is heard. The sound matches a picture on one of the 18 cards. Look carefully and cover that picture with a counter.

- (iv) Continue the game in the same manner, putting a counter every time a sound is heard.
- (v) The first player to finish his/her counters is the winner.
- (vi) Five seconds are allotted between sounds on the CD. If you feel this is insufficient push the pause button between the sounds.

**Game 4: Guess a Sound : (Track 5)**

In this activity the child is required to identify sounds without the help of visual clues. Explain that you will listen to different sounds on the CD. After each sound, push the pause button and ask whose sound is this. Ask the child\children to listen carefully.

**Game 5: Two\three Sounds Sequence games: (Track 6)**

Continue the CD, after each sequence of sounds, push the pause button between the sounds and ask the child\children to tell whose sounds are these in their order.

**Game 6: Say a Sound:**

- (1) Take all the animal cards again and place them face down.
- (2) Ask the child\children to turn each card picture side up, one by one.
- (3) As each card is turned over, ask the child to say the name of the depicted animal and to imitate its sound.

**Game 7: A Memory Game:**

- 1. Take all the 'Animal Cards' mix them and place them picture side down on a flat surface. Form 4 rows of 4 cards each and one row of two cards.
- 2. Similarly, make 4 rows of 4 cards each and one row of two cards with the Home Cards.
- 3. The youngest player starts. He/she picks up one card of each type and turns them picture side up. If it makes a set- that the two cards show the same animal and its home, he/she keeps it and takes another turn. If he/she misses, the next player takes the turn. The players take their turns clockwise. The players have the added advantage of picking up cards from the cards that have already been revealed. The player with the highest number of sets at the end wins.

Track 3

- Sequence 1:** Duck, Cow, Sheep, Horse, Cat, Dog, Frog, Donkey, Rooster, Hen, Elephant, Lion, Crow, Bear, Monkey, Goat, Camel, Owl
- Sequence 2:** Goat, Duck, Cow, Elephant, Sheep, Lion, Horse, Cat, Crow, Dog, Bear, Frog, Monkey, Donkey, Camel, Rooster, Owl, Hen
- Sequence 3:** Monkey, Frog, Donkey, Owl, Rooster, Bear, Dog, Camel, Cat, Duck, Goat, Elephant, Sheep, Cow, Lion, Horse, Hen, Crow

Track 4

- Sequence 4:** Duck, Cow, Sheep, Horse, Cat, Dog, Frog, Donkey, Rooster, Hen, Elephant, Lion, Crow, Bear, Monkey, Goat, Camel, Owl
- Sequence 5:** Goat, Duck, Cow, Elephant, Sheep, Lion, Horse, Cat, Crow, Dog, Bear, Frog, Monkey, Donkey, Camel, Rooster, Owl, Hen
- Sequence 6:** Monkey, Frog, Donkey, Owl, Rooster, Bear, Dog, Camel, Cat, Duck, Goat, Elephant, Sheep, Cow, Lion, Horse, Hen, Crow