



Sylvan Dell Publishing
Science and Math through Literature

Animals are Sleeping

Sorting Cards



groundhog



Koala



lion



lizard



bee eater birds



boy



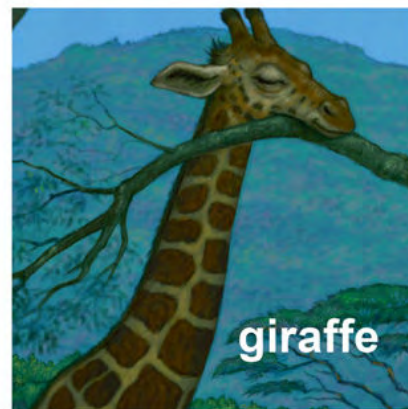
clownfish



elephant



flamingo



giraffe



owls



polar bears



harbor seal



sloth



swifts

Animals are Sleeping

illustrations by Gary R. Phillips
Sylvan Dell Publishing

Animal card games

Memory Card Game Make two copies of each of the sorting card pages and cut out the cards. Mix them up and place them face down on a table. Taking turns, each player should turn over two cards so that everyone can see. If the cards match, he or she keeps the pair and takes another turn. If they do not match, the player should turn the cards back over and it is another player's turn. The player with the most pairs at the end of the game wins.

Who Am I? Copy or download the cards. Poke a hole through the card and tie onto a piece of yarn. Each child should put on a "card necklace" so that the card is on their back. Each child should ask "yes/no" questions to guess what animal they are.

Go Fish Make two copies of the cards to play "Go Fish." Deal four cards to two players or three cards to three or four players. Instead of asking for the animal by name, the child must ask for the card using some kind of animal description, such as "do you have an animal that sleeps standing up?" The other player verifies the animal with "do you want a flamingo?" before giving away the card. If the person does not have a match, they say "go fish" and the first child draws a card from the pile. A match is set down and the child continues with his/her turn until he/she has no more matches and the play goes to the next child. The first child to get rid of all his/her cards, wins.

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