



## AFRICAN ANIMAL SAFARI

### Objectives:

- Students will learn about several animals that live in Africa.
- Students will connect the animals to one of the countries in which they live.

### Recommended Grades: 3-5

### Materials (all included in the trunk):

- 32 six-inch colored poly spots (8 yellow, 8 blue, 8 red, 8 green)
- 32 menu holders
- 32 *African Animal Safari* color-coded picture cards

### Preparation: 10 minutes

- Place the 32 colored poly spots on the specific country locations (provided on the poly spot location guide).
- Place one menu holder on top of each poly spot.
- Review the picture cards to be acquainted with the animals and their habitats.

### Rules:



Shoes are not allowed on the map. Please have students remove shoes before walking on the map.



No writing utensils on the map.

## Playing the Game

Divide the class into four groups—red, yellow, green, and blue—and instruct each group to gather next to their base camp. Make the teams as even as possible, with six to eight students in each.

Make sure the animal picture cards are counted out eight for each group. Place them (picture up) in a stack at the base camps.

Tell students they are competing with the other teams to accurately place their cards on the poly spots in specific countries. Their first clue is the color of each card, which corresponds to the color of the poly spots on the map. The second clue is the name of the country where that animal lives. When you tell students to begin, one or two students from each group will pick up the first card and go onto the map and try to discover its correct location within a country. When they decide on a location they place the card in the menu holder on the poly spot and then return to their base camp line. At this point, the next student or students proceed with the next card. This will continue until all teams have finished their eight cards.

There can be more than one card placed in each menu holder, but only one will be correct (to be revealed later).

Students who run, touch, impede other students, or knock over a menu holder will have to leave the map, return the card to the bottom of their pile, get back in line, and wait for another turn.

When all the groups have finished, ask individual students to sit by each animal and read its description out loud to the class. If pressed for time, choose to read the descriptions yourself. If there is more than one card in a menu holder, move the incorrect animal to the correct location and then read its description to the class.

Give students time to explore the map with all the animals present before collecting the picture cards and menu holders.

