

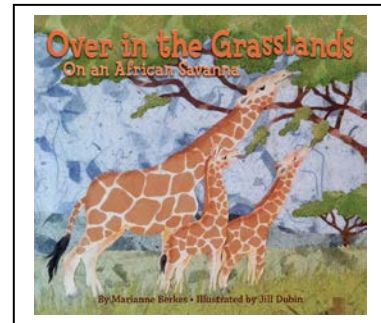
Grassland Animal Memory Game

Introduction

In the book, *Over in the Grasslands*, children are introduced to ten baby animals that live on the African savanna. In this lesson, children use two sets of Counting Cards to play a memory game. (Grades PreK-1)

Materials

- The book *Over on the Grasslands, on an African Savanna*
- Copy Master: “Counting Fun” cards, included in this pdf



Procedure

1. Teacher Prep: Print, laminate, and cut two sets of "Counting Fun" cards.
2. After reading aloud *Over in the Grasslands*, show children the animal counting cards you have in a stack. Hold up each baby animal from one to ten and explain that you have another matched set.
3. Put both sets of cards face down on a table.
4. Ask a student to come to front where you have placed all the cards and pick up one card. Show it to the class and then ask the child to pick up another card that is face down to find a match.
5. If it is not a match, the cards are placed back down where they were, and the next child has a turn. If the child makes a match, he/she takes those two cards off the board and continues to try to make matches.
6. Continue playing until all ten baby animals have been matched.

Note: Mix up the ten cards so younger children can put all ten counting cards in the correct sequence.

Variation: Older students can use the cards to add and subtract. i.e. six chimps, four hippos and one zebra total 11 grassland babies.

Standards Alignment

Common Core Math (K-2)
Content: K.CC.C.6, 1.OA.B.3, 1.OA.B.4