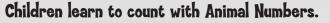
#### EI-1740 Ages 4+/Grades Pre-K+

#### **Animal Adventures**

Use the animals as finger puppets to encourage children to tell progressive stories. For example, children can tell a story in alphabetical order using the chart, "Once upon a time there was an alligator. One day, the alligator was resting near a tree when a beautiful butterfly landed on a branch. 'Where are you going?' yawned the sleepy alligator. 'I am going to visit my friend the cow,' said the butterfly. 'Would you like to come?''' etc. You can also put the animals in a bag, seat children in a circle, and invite them to take turns drawing an animal from the bag, and using it to add to the story.





EI-1741 Animal Numbers Activity Center

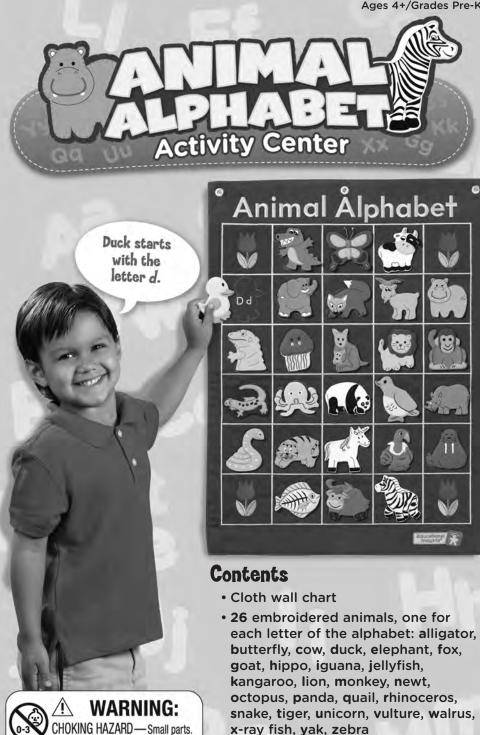
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Not for children under three (3) years.

Children attach the self-stick animals to the chart to practice a variety of early reading skills. Versatile animals can also be used as finger puppets.

## **Before You Begin**

Introduce the chart to your class – reviewing the names of the different animals – alligator, butterfly, cow, etc.



### Just the Letters

Display the chart without the animals in place so children can focus on the letters and their names. Point to each letter in sequential order and have children say its name. Then quiz children by pointing to the letters in random order. If you wish, use the chart with the familiar alphabet song below to reinforce letter identification and alphabetical order in a fun way.



# Letter Riddles

Display the chart without the animals in place. Tell children you are thinking of a secret letter. You will give them clues, and they will try to guess the letter. Here are some examples:

"I am thinking of the letter that comes after d."

"I am thinking of the letter that comes before w."

"I am thinking of the letter that comes between *j* and *l*," etc.

# Listen for the Letter Sound

Display the chart with the animals in place. Say each animal's name, in order, one at a time, emphasizing the beginning sound – /h/, hippo. Then quiz children, asking them to identify the letter:

"Which letter makes the sound you hear at the beginning of the word *fox*?"



Which letter makes the sound you hear at the beginning of the word duck?

"Which letter makes the sound you hear at the beginning of the word *monkey*?"

"Which letter makes the sound you hear at the beginning of the word *tiger*?" etc.

As children answer the questions, have them come up and remove the animals to check their answers.



# Matching Letters and Sounds

Display the chart without the animals in place. Invite volunteers to come up and place the animals on the corresponding letters. The animal outlines act as visual clues and help children check their work.

Which animal begins with the letter *m*?

# All About Animals

Build vocabulary and early science skills. Ask children to describe each animal, including its color, where the animal lives, the sound it makes, what it eats, and any other information children may know about it.

