

RAFT IDEAS

Topics: Animals,
Matching, Sorting,
Counting

Materials List

- ✓ Animal Match-Up Boards
- ✓ Envelope (for storage)

This activity can be used to teach:

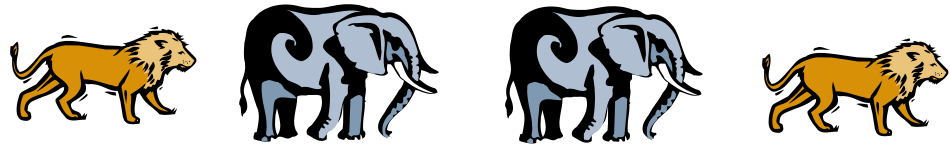
Common Core Math Standards:

- Counting (Grade K, Counting and Cardinality, 1, 4, 5, 6)
- Classify objects (Grade K, Measurement and Data, 3)
- Number sense of quantity and counting, number sense of mathematical operations, & patterning (Early Education: DRDP-R; Mathematical Development; 32, 33, & 37)
- Gross motor movement & fine motor skills (Early Education: DRDP-R, Physical Development, 38 & 40)



Animatch

A race to match four in a row



Match the animals in this great identification game for young students.

Assembly

1. Cut the animals from 1 board apart to create the game pieces. Cut 1 board for each player or “set” desired. Store the game pieces in an envelope when not in use.
2. Each player receives a game board.
3. Pile the game pieces facedown in front of the two players.

Playing the Game (for 2 players)

1. On his or her turn, the first player picks up one game piece from the communal pile. Each game piece will have an animal picture that matches one square on the game board. The player places the game piece on the corresponding square on his or her board. This completes one turn.
2. There are two sets of game pieces in a 2-player set-up, meaning there will be two pieces with the same animal picture in the game piece pile. If a player picks a game piece that he has already placed on his game board, then he returns that piece to the pile and his turn is over.
3. The first player to cover four squares in a row (either horizontally or vertically) wins!

Taking It Further

- For younger children:
 - This game can be played individually as a match-up exercise for a center.
 - To make matching easier, cut apart all animal squares for the game boards and reattach them onto a separate sheet of cardstock or file folder leaving some space in between each. This allows easier manipulation and makes identifying individual animals easier.
- For older children:
 - Make Animatch a three or four player game. Include one game piece set in the communal pile of game pieces to choose from during the game.
 - Allowing a diagonal four in a row win.
- Introduce coordinate pairs:
 - Add letters and/or numbers to rows and columns.
 - Ask students to identify a chosen animal by its coordinate location (i.e. – “I can find a tiger at B, 2).

Web Resources (Visit www.raft.net/raft-idea?isid=279 for more resources!)