

# Lesson plans for the game, Monkey Says Baa?™

## Lesson Plan: Flash Cards

### Learning Objectives:

- Children will learn to identify animals by their image, mimicked sound, and name.

### Materials:

- Set of 22 animal cards

### Instructions:

1. Shuffle the deck and place the cards facedown creating a draw pile.
2. Draw a card from the top of the pile and show it to the child, revealing the animal image and name.
3. Ask the child to identify the animal by making its sound and saying the name aloud.
4. If the child guesses correctly, they keep the card.
5. If not, review the animal name and sound with the child and return the card to the bottom of the pile.

### Assessment:

- Observe children's ability to identify animals by their image, mimicked sound, and name.
- If a child is struggling to identify an animal, try providing them with more cues, such as the animal's habitat or diet. You can also try using different animal flashcards or pictures.

### Differentiation:

- For younger children, reduce the number of animal cards used.

### Extensions:

- Have children create their own animal flash cards.
- Have children write or draw stories about the animals.

## Lesson Plan: Matching Game

### Learning Objectives:

- Children will develop memory, attention, visual recognition, and language skills.

### Materials:

- Set of 22 animal cards

### Instructions:

1. Shuffle the deck and spread all the cards facedown until they fill the playing area.
2. Decide who goes first.
3. The first player turns over two cards and says the name of the animals and/or the sounds they make.
4. If the cards are a matching pair, the player removes them from play and places them in a pile in front of them.
5. Play continues until all cards have been matched.

### Assessment:

- Observe children's ability to match animal images and make animal sounds.
- If a child is struggling to recognize an animal based on its sound, try having them make the sound themselves or having another child make the sound. You can also try using different animal sounds or having the child listen to recordings of animal sounds from the internet.

### Differentiation:

- For younger children, remove any animal cards that you think will be too difficult to match.

### Extensions:

- Have children create their own animal matching game.
- Have children write or draw stories about the animals.

## Lesson Plan: Monkey Says Baa? Game

### Learning Objectives:

- Children will develop associative, attention, and visual recognition skills by challenging them to recognize animals based on mimicked sounds.

### Materials:

- Set of 22 animal cards

### Instructions:

1. Remove one of each animal card from the deck. You will now have two sets of identical cards.
2. Place one set of cards facedown creating a draw pile.
3. Spread the other set of cards faceup until they fill the playing area. Make sure no cards overlap.
4. Decide who goes first.
5. The player picks an animal card from the top of the pile and makes the animal's sound without showing the card to others. For instance, if the player draws the lion card, they will say "Roar!" to imitate the lion's sound.
6. Other players try to guess which animal is being imitated, and the first player to guess correctly gets to keep the card and take the matching animal card from the faceup spread.
7. If no one guesses correctly, the card is returned to the bottom of the draw pile.
8. The turn then passes to the next player on the left, who draws the next animal card and repeats the steps above.
9. Play continues in this way until all pairs have been collected.

### Assessment:

- Observe children's ability to recognize animals based on mimicked sounds.
- If a child is struggling to act out an animal, try having them describe the animal to the other players. You can also try having the child draw the animal or use other props to help them communicate.

### Differentiation:

- For younger children, have an adult draw the cards and imitate each animal sound.

### Extensions:

- Have children create their own Monkey Says Baa? game with different animals.
- Have children write or draw stories about the animals.

## Lesson Plan: Animal Charades

### Learning Objectives:

- Children will develop cognitive, creative, and nonverbal communication skills, and help promote social skills, including interacting with others, turn-taking, and cooperative play.

### Materials:

- Set of 22 animal cards

### Instructions:

1. Shuffle the deck and place the cards facedown creating a draw pile.
2. Determine the first player and play in a clockwise direction.
3. Each player takes a turn drawing a card from the top of the pile and silently acts out the animal on the card, while other players try to guess the animal being portrayed. Players have ten chances to guess the animal correctly, and if successful, they keep the card.
4. If no one guesses correctly, the card goes back to the bottom of the draw pile.
5. The game continues until all animal cards have been collected.

### Assessment:

- Observe children's ability to act out animals and communicate nonverbally.
- If a child is struggling to act out an animal, try having them describe the animal to the other players. You can also try having the child draw the animal or use other props to help them communicate.

### Differentiation:

- For younger children, have an adult draw the cards and imitate each animal sound.

### Extensions:

- Have children create their own Animal Charades game with different animals.
- Have children write or draw stories about the animals.

### Additional Suggestions:

- To make the game more challenging for older children, have them act out animals without making any sounds. You can also have them act out animals from different cultures or time periods (like a unicorn, mermaid, or dinosaurs).
- To make the game more fun and engaging, try playing in different environments, such as outdoors or in a different room of the house. You can also try using different props or costumes.
- Be sure to provide positive reinforcement and encouragement when a child is working on a learning objective. This will help them stay motivated and feel good about themselves.

**Acting Tips:**

If a child is struggling to act out a monkey, you could have them describe the monkey to the other players, such as its long tail, furry body, and banana-eating habits. You could also have the child draw a monkey or use a banana as a prop to help them communicate.

If a child is struggling to act out an animal without making any sounds, you could have them act out the animal's movements or gestures. You could also have the other players try to guess the animal based on the child's facial expressions or body language.

By providing different differentiation and extension options, you can make Animal Charades a fun and challenging learning experience for all children.