

Animal sequences

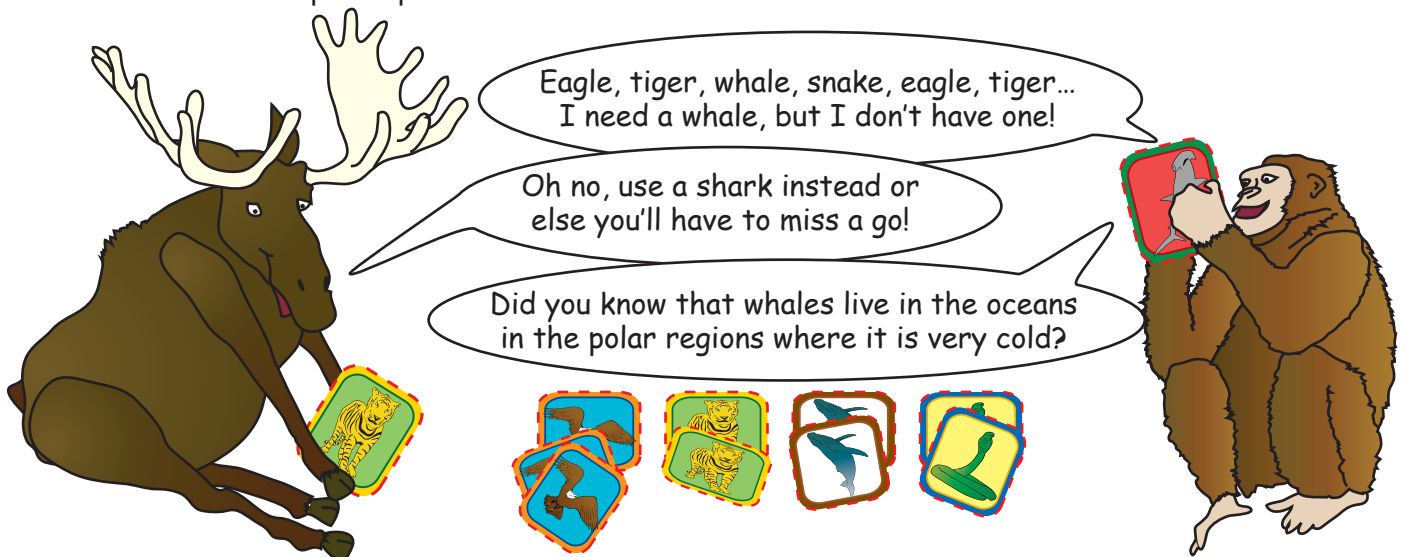
A game for two players.

You will need: Dice and animal counters (stick these to an old cereal box and cut them out).

What to do:

- Arrange the animal counters face up on the table.

- Make a line of counters on the table: Eagle, tiger, whale, snake
- Share the remaining counters between the two players.
- Take turns to lay down the next counter in the sequence, making sure to keep the pattern.



- If you do not have the next animal in the sequence, either use the shark wildcard or miss a turn.
- The first to get rid of all their counters is the winner!
- Make up your own 4-counter sequence and play again!

This activity encourages your child to talk about, recognise and recreate simple patterns and to develop mathematical methods to sequence animals in a game. Encourage your child to talk about which animal comes next in the sequence and to make up new sequences of their own.

Foundation Curriculum areas covered:

Personal, Social and Emotional Development; Communication, Language and Literacy; and Mathematical Development.



