

# "If Animals" Counter Collecting Game



a skink



a mole

If it lays  
eggs in  
water,  
collect 2  
counters



a tree frog

If it has a  
beak,  
collect 2  
counters

If it is a  
reptile,  
collect 2  
counters

# If Animals

Developed by Shirley Berry and the EAL service in Wrexham which is sadly no more. They were a creative bunch and we enjoyed working with them. A set of 48 'if' cards with categories/characteristics and animal picture cards (which of course you can add to, change or use your own) with names. Can be played in a variety of ways.

Animal categories: eg, mammal, insect, bird, fish, carnivore, herbivore, predator, prey, vertebrate  
Food chain words: producer, consumer

Body Parts: Gills, lungs, beak, horns, tail, fur, feathers, fins, webbed feet, hooves, claws, talons, shell, scales, feelers

Webaddress: <http://www.collaborativelearning.org/ifanimals.pdf>

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## COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals to develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.

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## BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies that promote talk across all phases and subjects. We hope they will inspire you to develop and use similar strategies in other topics and curriculum areas. We want to encourage you to change them and adapt them to your classroom and students. We run teacher workshops, swapshops and conferences throughout the European Union. The project posts online many activities in all subject areas. An online newsletter is also updated regularly.

\*These activities are influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in non selective classes where children in need of language or learning support are integrated. They are well suited for the development of oracy. They provide teachers opportunities for assessment of talk.

\*They support differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts, discuss, paraphrase and move them about physically, they help to develop thinking skills.

\*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in pupils' first languages and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.

\*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

\*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

\*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work more effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

# If Animals Game – Ways to Play

You need:     ! pack of animal cards piled face down on the table.  
                  1 pack of 48 'If' cards piled face down on the table.  
                  A box of counters or any item of which you have quantities.

How to play: Pick up one card from each pile.  
              Read the 'if sentence'. Look at the Animal card.  
              Collect counters according to instructions on the if card. Everyone in the group  
              has to agree with the decisions.  
              Replace cards at bottom of pile.

Alternatively for a speedier game

Spread the 'If' cards face down on the table. Deal four animal cards to 3 or 4 players.  
Players take turns to pick up an 'If' card. If it fits for one of their animals they can keep  
the card and collect the counters. If not, they replace it on the table in the same place.  
Game continues until all the 'If' cards are used up

# If cards

If it is a  
reptile,  
collect 2  
counters

If it has  
no legs,  
collect 2  
counters

If it has  
feathers,  
collect 1  
counter

If it has no  
backbone  
(invertebrate),  
collect 2  
counters

If it is  
mollusc,  
collect 2  
counters

If it is an  
arachnid,  
collect 3  
counters

If it is a  
producer,  
collect 3  
counters

If it has  
hooves,  
collect 2  
counters

If it lays  
eggs in  
water,  
collect 2  
counters

If it breathes  
with lungs,  
collect 3  
counters

If its has  
wings,  
collect 2  
counters

If it lives in  
deserts,  
collect 3  
counters

If it has a  
beak,  
collect 2  
counters

If it is a  
predator,  
collect 3  
counters

If its has  
horns,  
collect 2  
counters

If it has  
scales,  
collect 2  
counters

If it is a fish,  
collect 2  
counters

If it is  
camouflaged,  
collect 3  
counters

If it has  
damp skin,  
collect two  
counters

If it  
hibernates,  
collect 3  
counters

If it is an  
insect,  
collect 2  
counters

If it can fly,  
collect 1  
counter

If it is prey,  
collect 2  
counters

If it builds a  
home,  
collect 1  
counter

If it has live  
babies,  
collect one  
counter.

If it lays  
eggs on land,  
collect one  
counter.

If it has claws  
or talons,  
collect one  
counter.

If it builds a  
home,  
collect one  
counter.

If it is an  
amphibian,  
collect one  
counter.

If it has fins,  
collect 2  
counters

If it breathes  
with gills,  
collect 3  
counters.

If it has a  
tail,  
collect 1  
counter.

If it has a  
back-bone  
(vertebrate),  
collect 1  
counter.

If it has fur  
or body hair,  
collect 1  
counter.

If it lives in  
the sea  
collect 1  
counter.

If it is a  
carnivore,  
collect 2  
counters.

If it lives in  
or near the  
sea,  
collect 1  
counter.

If it is a  
herbivore,  
collect 1  
counter.

If it has  
webbed feet,  
collect 3  
counters.

If it gives its  
babies milk,  
collect 1  
counter.



If it has  
feelers,  
collect 3  
counters.

If it is a  
mammal,  
collect 1  
counter.

If it has a  
shell,  
collect 2  
counters.

If it lives in  
water,  
collect 1  
counter.

If it is a  
bird,  
collect 1  
counter.

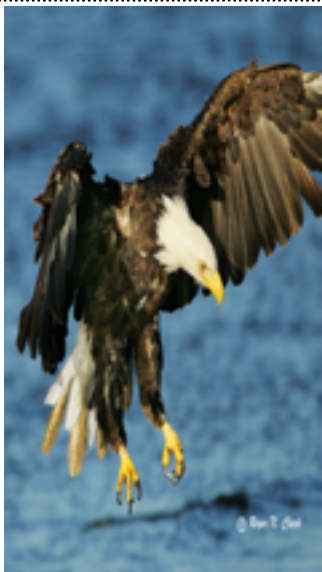
If it lives on  
land,  
collect 1  
counter.

If it is a  
consumer,  
collect 2  
counters.

If it would  
make a good  
pet,  
collect 2  
counters.

# If Animals - mini cards to save on printing out

If it has hooves, collect 2 counters	If it has feathers, collect 1 counter	If it is a producer, collect 3 counters	If it is a reptile, collect 2 counters	If it is mollusc, collect 2 counters	If it has no backbone collect one counter	If it has no legs, collect 2 counters	If it has a tail, collect 1 counter.	If it breathes with gills, collect 3 counters.	If it is prey, collect 2 counters
If it is an arachnid, collect 3 counters	If it lives in deserts, collect 3 counters	If its has wings, collect 2 counters	If it builds a home, collect 1 counter	If it is a fish, collect 2 counters	If it can fly, collect 1 counter	If it is an insect, collect 2 counters	If it has fins, collect 2 counters	If it is an amphibian, collect one counter.	If it can fly, collect 1 counter
If it has scales, collect 2 counters	If its has horns, collect 2 counters	If it lays eggs in water, collect 2 counters	If it is prey, collect 2 counters	If it hibernates, collect 3 counters	If it has damp skin, collect two counters	If it builds a home, collect one counter.	If it has claws or talons, collect one counter.	If it lays eggs on land, collect one counter.	If it is an insect, collect 2 counters
If it is a predator, collect 3 counters	If it has a beak, collect 2 counters	If it breathes with lungs, collect 3 counters	If it is camouflaged, collect 3 counters	If it has live babies, collect one counter.	If it builds a home, collect 1 counter	If it is a fish, collect 2 counters	If it would make a good pet, collect 2 counters.	If it is a bird, collect 1 counter.	If it lives on land, collect 1 counter.
If it has a shell, collect 2 counters.	If it is a mammal, collect 1 counter.	If it has feelers, collect 3 counters.	If it lives in or near the sea, collect 1 counter.	If it is a carnivore, collect 2 counters.	If it lives in the sea collect 1 counter.	If it has fur or body hair, collect 1 counter.	If it has a back-bone (vertebrate), collect 1 counter.	If it is camouflaged, collect 3 counters	If it has damp skin, collect two counters
If it is a herbivore, collect 1 counter.	If it lives in water, collect 1 counter.	If it is a consumer, collect 2 counters.	If it gives its babies milk, collect 1 counter.	If it has webbed feet, collect 3 counters.	If it hibernates, collect 3 counters	Please send suggestions for the last four spaces!			



a vulture



a spider



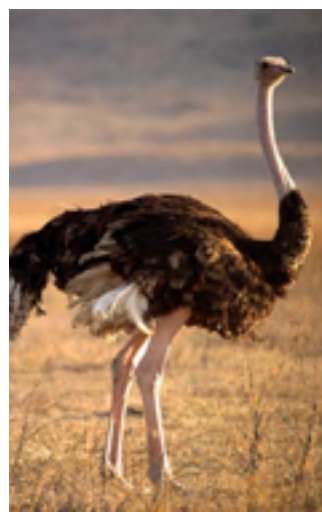
a pelican



a chicken



three penguins



an ostrich



a slug



a zebra



a sheep



a pig



two goldfish



two rabbits



a coral fish



a skink



a beaver



a salmon





a mole



a monkey



a buffalo



a bear



a ladybird



a ray



a swan



a butterfly



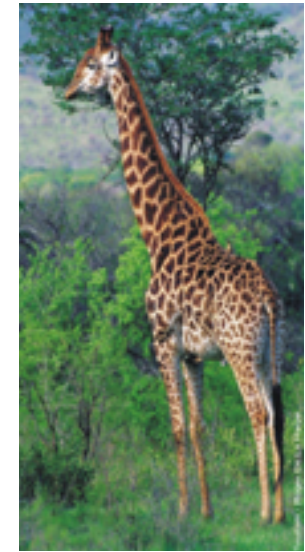
a rat



a duck



a gecko



a giraffe



a snake



a crocodile



a whale



a shark



two human beings



a tree frog



a jaguar



a dog



a jellyfish



a horse



a cat



a lion

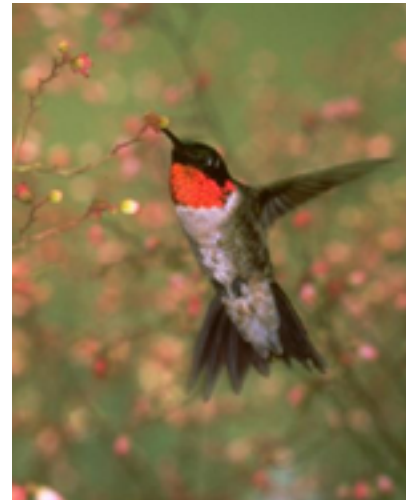




a parrot



a seagull



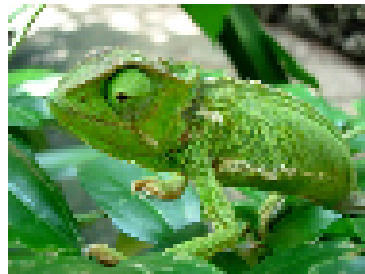
a hummingbird



a porcupine



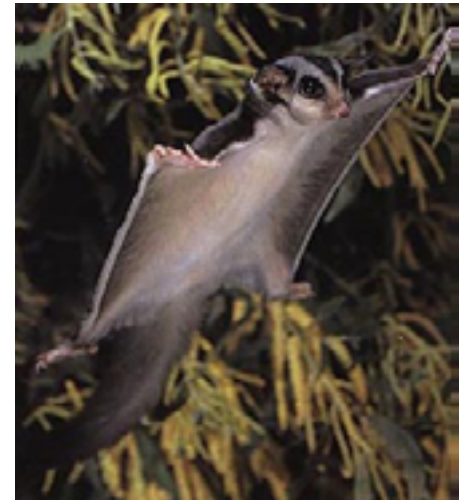
a scorpion



a chameleon



a tarsier



a sugarglider