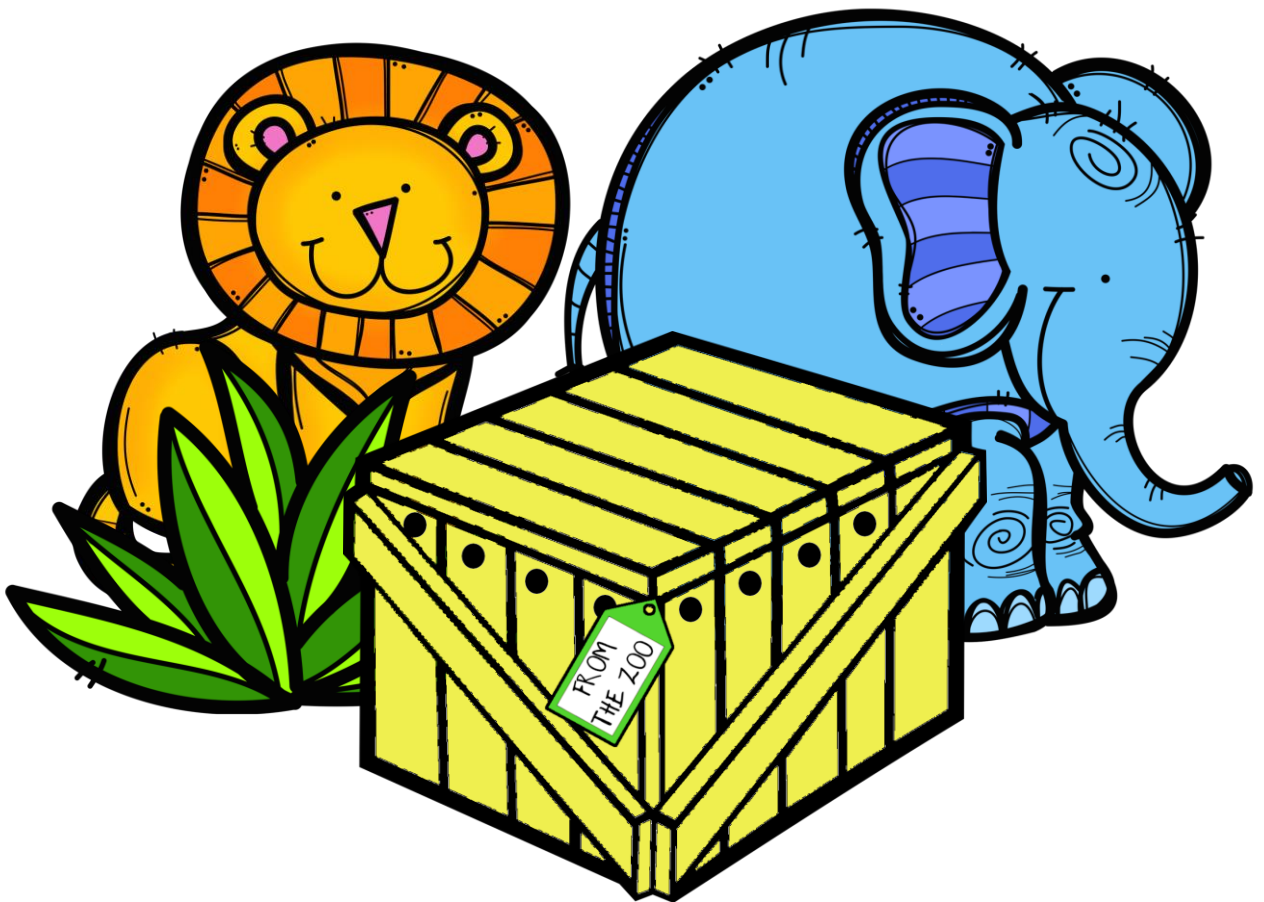


# Zoo Animals

## Activity Pack

Complements 'Dear Zoo' and  
'It's Mine!' by Rod Campbell



Learning language through  
stories and craft



# Possible language focus

This pack can be used to complement the stories 'It's Mine!' and 'Dear Zoo' by Rod Campbell but it can also be used with any zoo animal theme. Some of the activities include 'dog', which obviously isn't a zoo animal but it's there for working with the 'Dear Zoo' story. This pack can be used to focus on animal vocabulary but also useful description language from the stories. There is also the possibility for a much wider variety of language practice that you could incorporate. See some suggestions below:

## Animal vocabulary

- an elephant
- a giraffe
- a lion
- a camel
- a snake
- a monkey
- a tiger
- a crocodile
- a frog
- a puppy / a dog
- a bear
- a parrot

## Dear Zoo story phrases

- They sent me a....
- He was too (big)
- I sent him back
- So they sent me a...
- So, they thought very hard, and sent me a...
- He was perfect. I kept him.

## Colours

- yellow
- green
- red
- blue
- orange
- pink
- brown
- purple
- black

## Adjectives

- big
- tall
- fierce
- grumpy
- scary
- naughty
- jumpy
- long
- furry
- wriggly
- curly
- small
- sharp

## It's Mine! story phrases

- I can see a ....
- I wonder who that belongs to?
- It's mine!

## It's Mine! actions

- lap water
- hold things
- reach high
- swim
- eat
- scoop
- slide
- hang from
- watch out for

## Containers

crate, basket, box

## Body parts

tongue, nose, neck, tail, paw, body, eye, mouth

## Pronouns

- he - him - his
- she - her - hers
- they - them - theirs
- it - it - its
- I - me - mine

## **Craft/Game instructions and play:**

Is it ...? Yes it is. No, it isn't?

Where's the...? It's here. It's there.

This one. That one.

Can I have...? Yes, you can. Here you are. Thank you. You're welcome.

Can you see? I can see...

Choose a card. Choose an action. Choose an animal.

Touch the (monkey). Point to the (tail). Go to the (parrot).

It's my turn. It's your turn.

How many.....have you got? I've got.....

How many.....are there? There are ...../ There is....

What is it? It's a... / What are they? They're ....

# Dear Zoo



a monkey



a frog



a camel



an elephant



a lion



a dog



a snake



an orange lion

# Dear Zoo



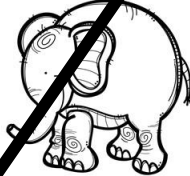
a green frog



a yellow giraffe



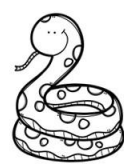
a camel



a pink elephant



a black dog



a purple snake



## Zoo Animals Colouring sheets

These colouring sheets are divided into the animals that appear in 'Dear Zoo' and 'It's Mine!' but they can be used with any zoo animals topic. There are 2 different types of worksheet available:

### Colour by animal

### Colour by word

Colour by word sheets could be used to practise literacy skills and / or provide a written record to facilitate language practice after the activity has ended and the children show their work to another adult. Colour by animal sheets are more suitable for those who would prefer to orally dictate different colours or allow the children free choice.

### Activity suggestions:

#### 1.

#### Colour dictation

Encourage children to learn 'can' for ability with a simple chant. One simple one is:

- I (hit your lap) CAN (clap your hands) SEE (point to your eyes)

Do this quickly three times.

- I can see a... (purple snake)

After each chant, the children find and colour the animal. You could adapt the chant to any language you want to practise, e.g., 'I've got a', 'What is it?', etc.

You could also use it to practise the story phrases: 'It was too tall!', 'I can see a long nose', 'They sent me a...', etc. If the children are confident with this kind of activity, you could nominate different people to be the people dictating the animal / colour.

If using the colour by animal worksheets, the children can choose the colour they want. A nice way to round off the activity is to ask all the children to sit in a circle and show their finished pictures. Encourage them to say, 'I've got a blue snake', 'I've got a red snake', etc.

#### 2.

#### Running colour dictation

Make this an energetic activity race. You could use the flashcards / mini-cards with this activity or simply use your voice.

1. Divide the children into pairs and give each pair one worksheet. This would work best with the last five versions.
2. Decide who will be the runner first.
3. Stand at the other end of the room.
4. When you say 'GO!', the runners come to you and either whisper an animal, 'It's an elephant', or show them a picture / word of the animal.
5. The runners run back and tell their partner who quickly colours their picture.
6. The runners return with the coloured animal and say the name and the colour, e.g., 'It's a blue elephant'. (This gives you the opportunity to send back any animals that haven't been coloured enough!)
7. When you give the 'ok', the runners change places with their partner and the activity continues.
8. Choose the winners based on any criteria you like - the fastest, the most beautiful, the most unusual colours, the best team work, etc.

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# Colouring sheets Focus on 'Dear Zoo' animals or 'It's Mine!' animals

## It's Mine!



an elephant



a giraffe



a lion



an tiger



a snake



a parrot



a bear



a crocodile



a monkey



a blue elephant



a yellow giraffe



a pink lion



an orange tiger



a purple snake



a red parrot



a black bear



a green crocodile

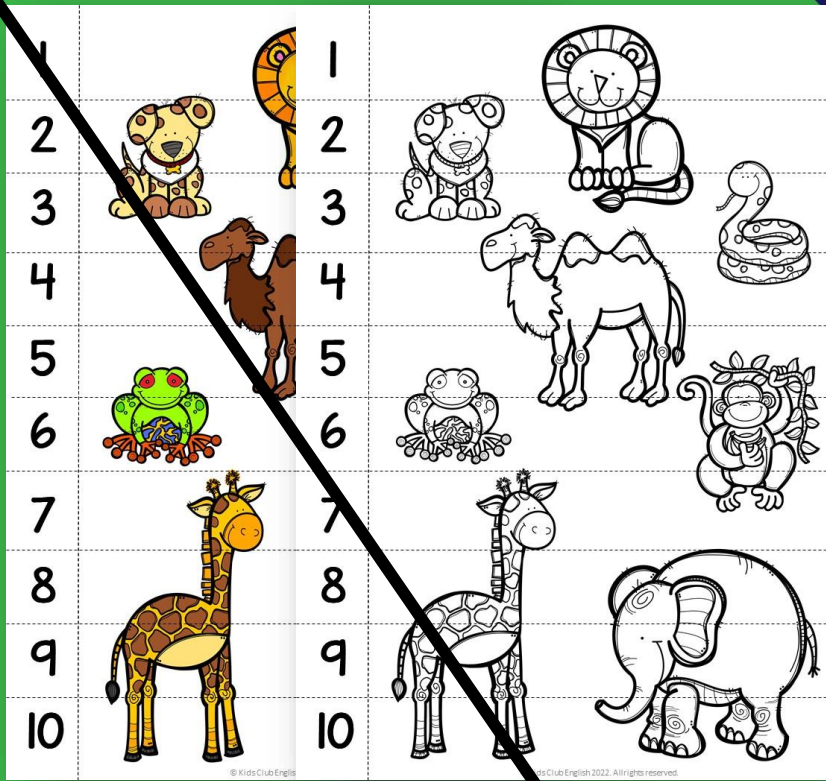


a brown monkey

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## Zoo Animals Jigsaws

There are two different types of jigsaws each with different variations. The 1st set contains the animals from 'Dear Zoo' and the 2nd set contains the animals from 'It's Mine!'

### 'Dear Zoo' animals

- Numbers 1-10
- Numbers and words - 1-10
- Numbers 1-20

### 'It's Mine!' animals

- 15 piece
- 9 piece
- 5 piece

Activity suggestions:

Print and  
play or use  
in a craft  
activity

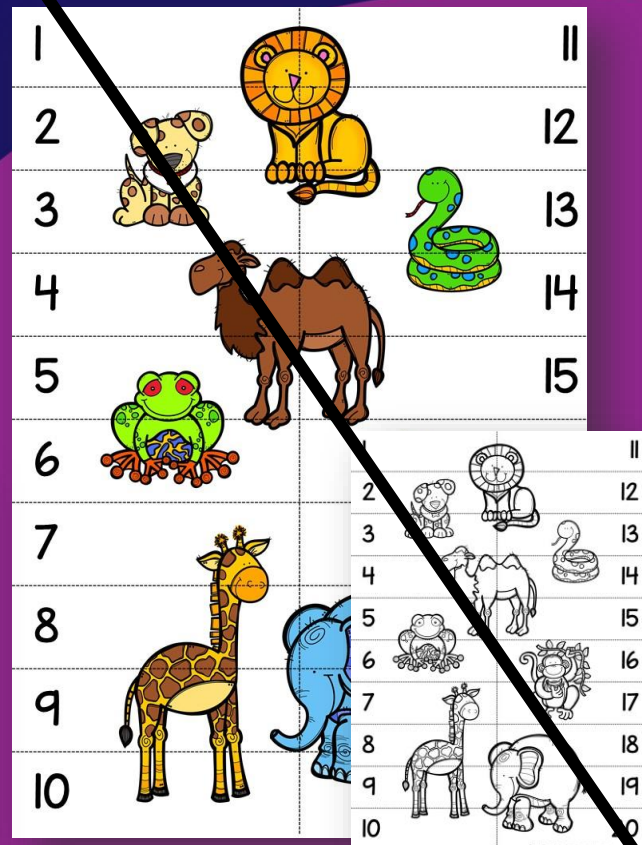
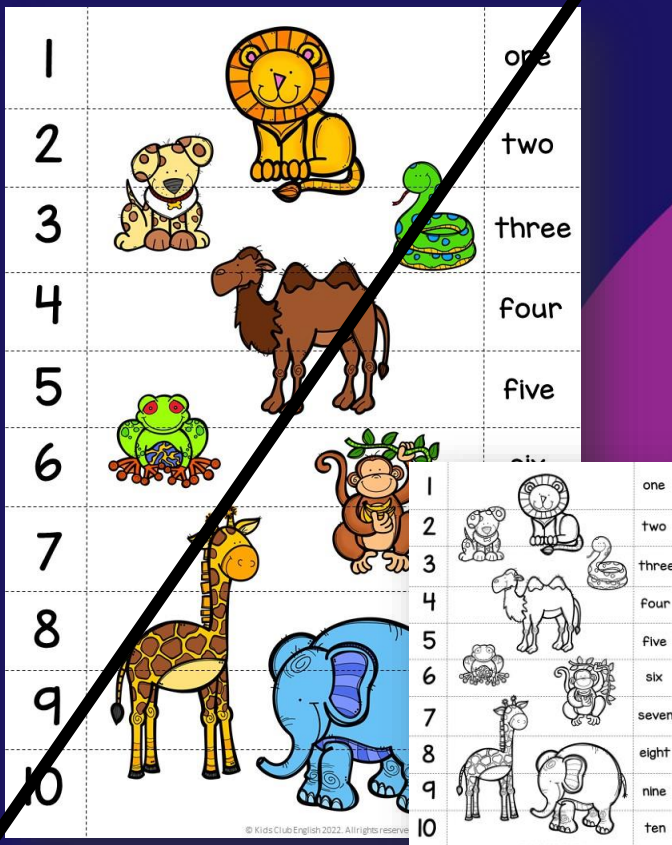
1. Print off one copy of the jigsaw for each child and cut up into pieces. Group the jigsaw pieces into same piece sets.
2. Give each child a blank sheet of paper and glue.
3. The children take turns asking for the elements they need to complete their jigsaw. They could ask nominated group leaders if you have large groups. Alternatively, you could place the pieces in an area of the room and elicit elements to collect by pointing to your completed jigsaw model. The children would then collect the part and stick it on their paper.

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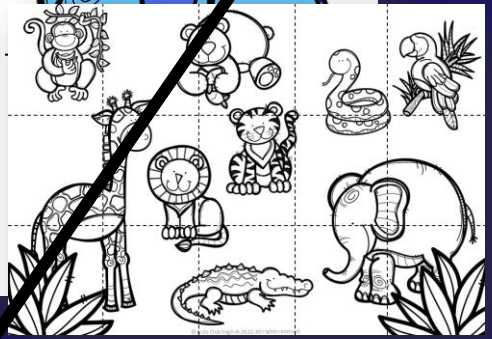
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# Jigsaws

## Numbers jigsaws

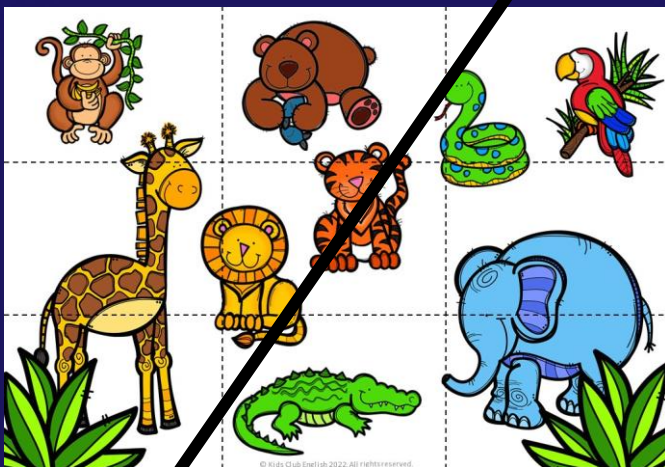




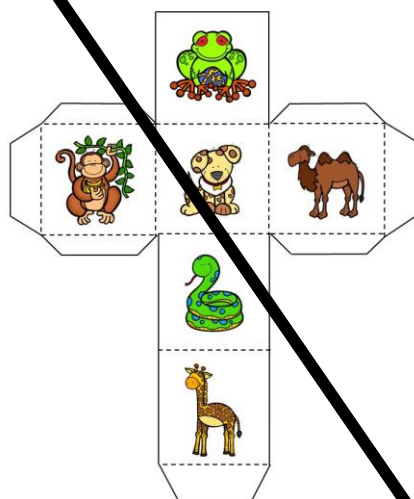


# Jigsaws

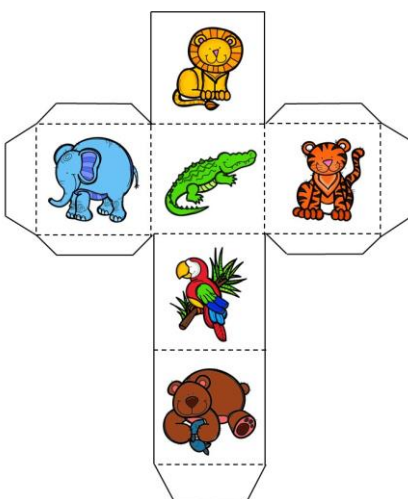
Choose the no. of pieces



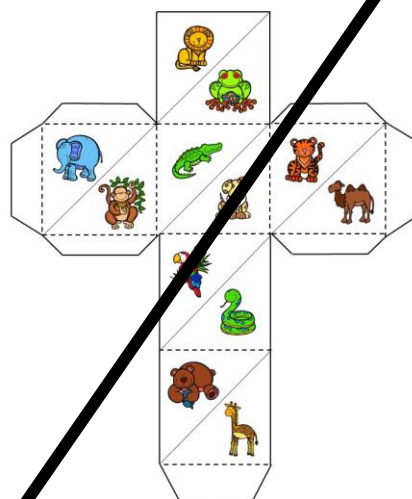
Add in your images and/or text. Cut out the dice template. Fold along the dotted lines and glue / tape together.



Add in your images and/or text. Cut out the dice template. Fold along the dotted lines and glue / tape together.



Add in your images and/or text. Cut out the dice template. Fold along the dotted lines and glue / tape together.








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# Graphing dice & sheets

3 types of dice - 1 sheet per dice

Roll the dice and colour one square. First one to the top wins!

5	<h3>Graphing sheet 1</h3> <p>Roll the dice and colour in the squares. Start with the 'top right'.</p>					
4	5					
3	4					
2	3					
1	2					
	1					
						

Printed on 100% recycled paper
© 2008 The Wildlife Trusts

There are both colour and black and white versions to choose from depending on resources available and whether you want to include a colouring stage in the construction of the dice. You may decide to pre-prepare the dice ready to play with the graphing sheets.

There are three types of dice to choose from:

- 2 x six picture dice (one for 'Dour Zai' animals and one for 'Yi Mwei' animals).
- 2 x twelve picture dice. The child can choose one out of the two pictures.

There are graphing sheets that correspond to the various dice. You can choose between longer and shorter versions. It is also possible to use the dice independently to conduct different activities in subsequent sessions.

To use the graphing sheets without the dice, offer flashcards to the walls and/or hand out

**Activity suggestions:**




















1. Give each child a graphing worksheet.
2. Give each child a set of images.
3. The first child reads the data.
4. They use this name or read the data for that image and construct an image using the images on the graphing paper. For example, if the numbers are, e.g., "Two green circles." The child is to draw two green circles. "The zero went to a monkey." You can use a grapher. They can use a graphing paper. "The zero went to a monkey." You can use a grapher. They can use a graphing paper.
5. Continue as above and one child reads the top frame of the images. Another child is counting the squares they have for each image, e.g., "Three 3's." They could also use the total number of each image on the graphing paper to find the total number of each image on the graphing paper.

## 2.

They could:

- say the name of the image, e.g. 'It's a monkey'.
- say what they can see, e.g. 'I can see a snake'.
- do an action for the image.
- describe the image, e.g. 'It's brown and grumpy'.
- touch and touch the corresponding English word on the worksheet.
- spell the name of the item represented by the image.
- tell the group what they know about the item represented by the image.
- say the colour of the image and touch or name something in the room.

**Graphing sheet 2**

5																			
4																			
3																			
2																			
1																			
																			

Roll the dice and colour one square. First one to the top wins!

5

4




3

2





1

**Graphing sheet 2**

Roll the dice and colour one square. Print one to the top wall.

5						
4						
3						
2						
1						
						

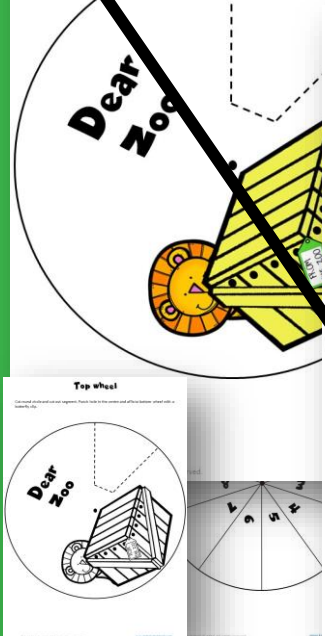

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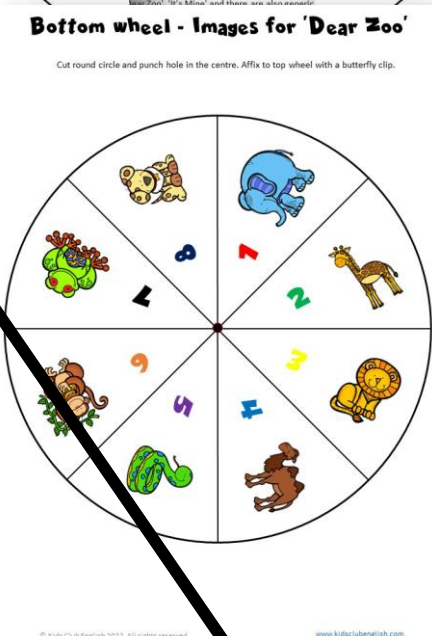

### Top wheel

Trace round circle and cut out segment. Punch hole in the centre and affix to bottom wheel with a safety clip.



tes help your students with sequencing, retelling for a simple drama performance. The template language skills depending on your context and your

Cut round circle and punch hole in the centre. Affix to top of book.

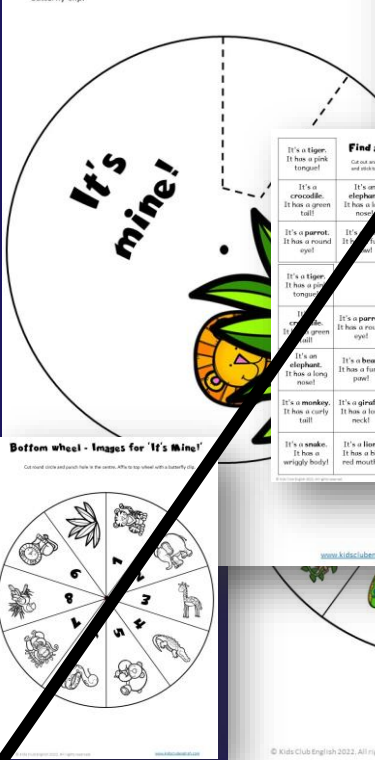


It's an elephant. It's too big!	It's a snake. It's too scary!	It's a lion. It's too fierce!	It's a camel. It's too grumpy!
It's a dog. It's perfect!	It's a giraffe. It's too tall!	It's a frog. It's too jumpy!	It's a monkey. It's too naughty!
It's an elephant. It's too big!	It's a snake. It's too scary!	It's a lion. It's too fierce!	It's a camel. It's too grumpy!
It's a dog. It's perfect!	It's a giraffe. It's too tall!	It's a frog. It's too jumpy!	It's a monkey. It's too naughty!
It's an elephant. It's too big!	It's a snake. It's too scary!	It's a lion. It's too fierce!	It's a camel. It's too grumpy!
It's a dog. It's perfect!	It's a giraffe. It's too tall!	It's a frog. It's too jumpy!	It's a monkey. It's too naughty!
It's an elephant. It's too big!	It's a snake. It's too scary!	It's a lion. It's too fierce!	It's a camel. It's too grumpy!
It's a dog. It's perfect!	It's a giraffe. It's too tall!	It's a frog. It's too jumpy!	It's a monkey. It's too naughty!

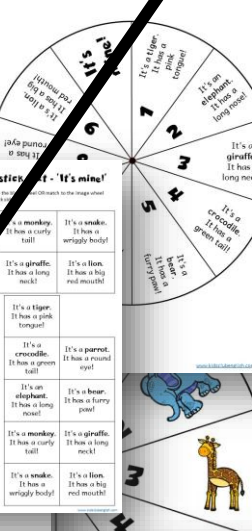
# Wheel Craft

several variations available

Cut round circle and cut out segment. Punch hole in the centre and affix to bottom with butterfly clip.



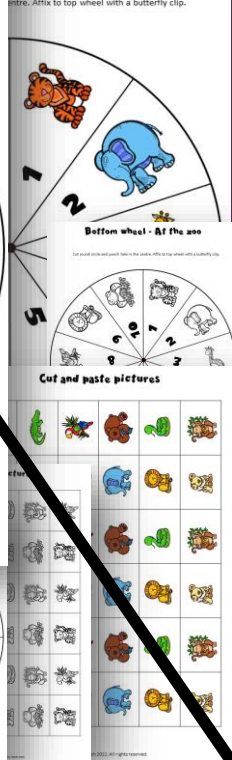
Cut round circle and punch hole in the centre. Affix to top wheel with a butterfly clip.



Cut round circle and cut  $\frac{1}{2}$  segment. Punch hole in the centre and affix to bottom wheel with a butterfly clip.

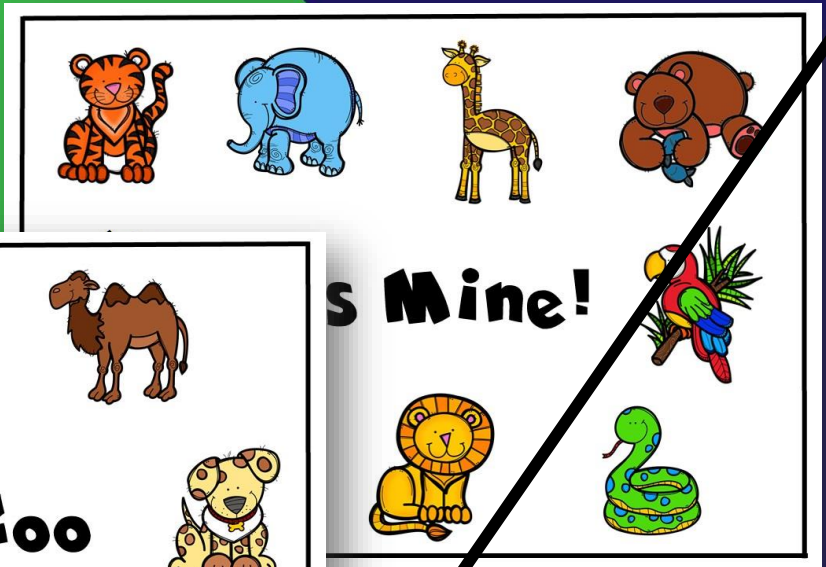
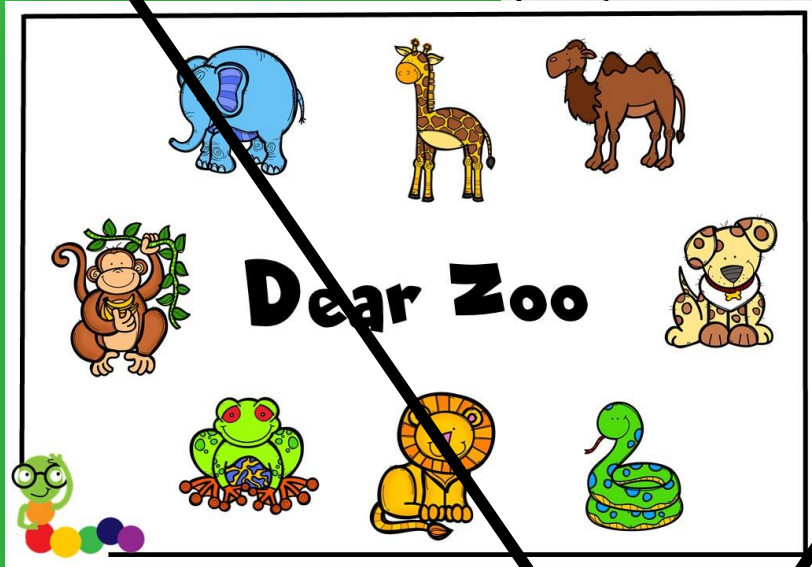


... ..









# Splat Mats - What's Missing?

## 3 Mats and cutouts for hiding

### Zoo Animals

#### Splat mats - What's missing?

These sheets provide another way to check receptive understanding of the animal and descriptive language. They can also be used as a part of small group activities or as a game. They are useful, especially for online or socially distanced lessons, because they are easily printed and can be used on a large scale. They also provide a useful change of dynamic from flashcard-based activities.

It is recommended that you laminate them for use with plasticine or white board markers, and so that you can use them over and over again.

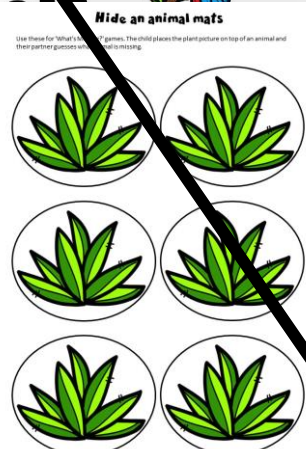
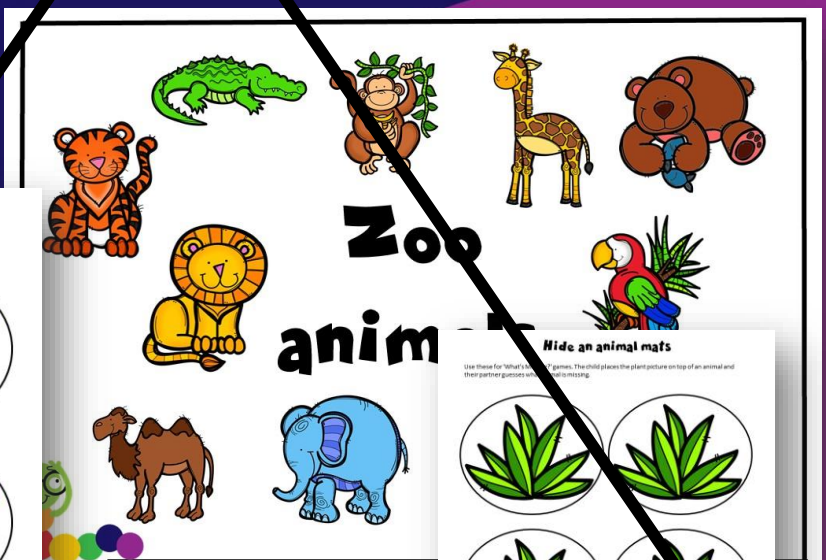
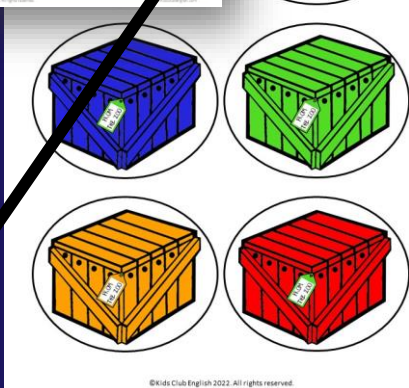
There are 3 different splat mats. Choose which one(s) you think are appropriate for your learners.

- 'Dear Zoo' animals
- 'It's Mine!' animals
- Zoo animals (not including 'dog' from 'Dear Zoo').

There are also cutouts of plants and boxes that your children can use to hide one or more of the images.

#### Activity suggestions:

1. **Upper and lower case**  
Children are given a sheet with a marker pen or white board markers. They are asked to write the name of the animal on the splat mat. They are then asked to write the name of the animal on the splat mat. They are then asked to write the name of the animal on the splat mat.
2. **Box**  
Give different sheets to different students, e.g., half the students have 'Dear Zoo' and half have 'It's Mine!'. Call out sentences or vocabulary items. They can mark observations, if they have them on their sheets. When called to a group of their animals, they should bring them.
3. **What's missing?**  
The children work in pairs or small groups. One child hides an animal with one of the plants. The other child looks and says what they think is missing. They are then asked to write the name of the animal on the splat mat. They are then asked to write the name of the animal on the splat mat.
4. **Where's it?**  
Use the plants to cut out to practice prepositions. Position one of the plants on one of the splat mats. Describe the position to the children and ask them to identify the animal and place it on the splat mat. They are then asked to write the name of the animal on the splat mat.





## Zoo Animals Dominoes

There are three different versions of this activity for you to choose from, depending on whether you want to use pictures or words only, or a combination of both. The amount of cutting / gluing you will need to do is:

- pictures cut and paste
- text cut and paste
- both templates to print or write on

All the templates are available in black and white or colour.

### Dominoes - Picture to picture

12	1	1	2
			
2	3	3	4
			
4	5	5	6
			
6	7	7	8
			
8	9	9	10
			
10	11	11	12
			

### Dominoes - Picture to text

12	1	1	2
tiger		camel	
2	3	3	4
snake		dog	
4	5	5	6
frog		lion	
6	7	7	8
elephant		giraffe	
8	9	9	10
monkey		parrot	
10	11	11	12
bear		crocodile	

### Dominoes - Text cut and paste

12	1	1	2
			
2	3	3	4
			
4	5	5	6
			
6	7	7	8
			
8	9	9	10
			
10	11	11	12
			

# Dominoes

## Different templates - different skills

tiger  
monkey  
parrot  
snake  
crocodile  
giraffe  
camel

elephant elephant elephant elephant elephant  
bear bear bear bear bear

### Dominoes - Picture Cut and Paste

12	1	1	2
tiger		camel	
2	3	3	4
snake		dog	
4	5	5	6
frog		lion	
6	7	7	8
elephant		giraffe	
8	9	9	10
monkey		parrot	
10	11	11	12
bear		crocodile	

### Dominoes - Text cut and paste

1	1	2
4		
6		
10		
12		

#### Cut and paste pictures







			
			
			

#### Cut and paste pictures













			
			
			

#### Picture to text

1	2
camel	
3	4
dog	
5	6
lion	
7	8
giraffe	
9	10
parrot	
11	12
crocodile	

1	2
camel	
3	4
dog	
5	6
lion	
7	8
giraffe	
9	10
parrot	
11	12
crocodile	

### Card backs

Dominoes	Dominoes
	
Dominoes	Dominoes
	
Dominoes	Dominoes
	
Dominoes	Dominoes
	
Dominoes	Dominoes
	
Dominoes	Dominoes
	



# Zoo Bingo

These bingo boards can be used as 'It's Mine!' or 'Who's in the Zoo?'. There are a variety of bingo boards to choose from.

You could print and laminate the boards and use them on top while they play or use them as a game board.

## Activity

1.

Before play

2.

Play Bingo

3.

Make your own BINGO

B I N G O

# Bingo

8 x small & big boards +  
create your own options

B I N G O

G O

G O

B I N G O

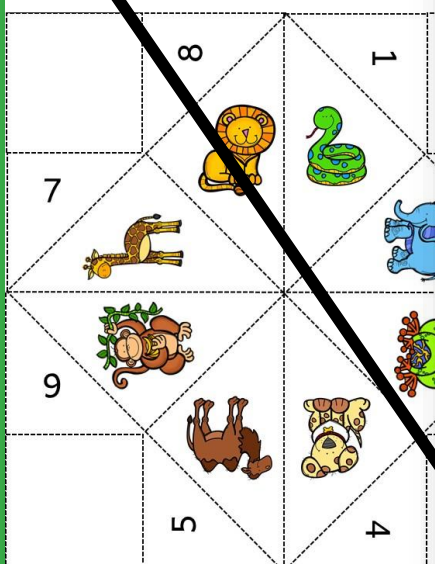
B I N G O

B I N G O

the pictures

### Fortune Teller - 'Dear Zo

Cut around the template and fold along the dotted lines.

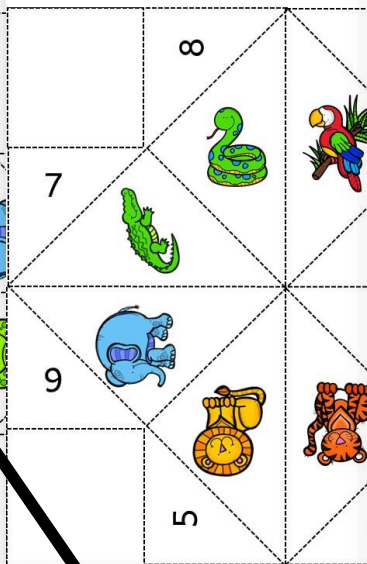


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### Fortune Teller - 'It's

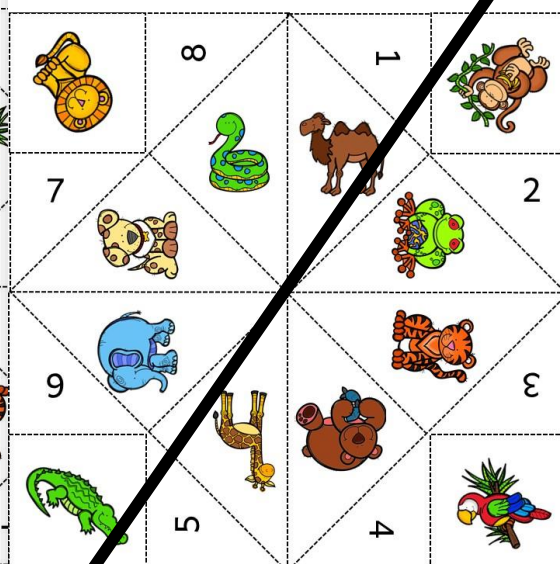
Cut around the template and fold along the dotted lines.



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### Fortune Teller - All animals

Cut around the template and fold along the dotted lines.



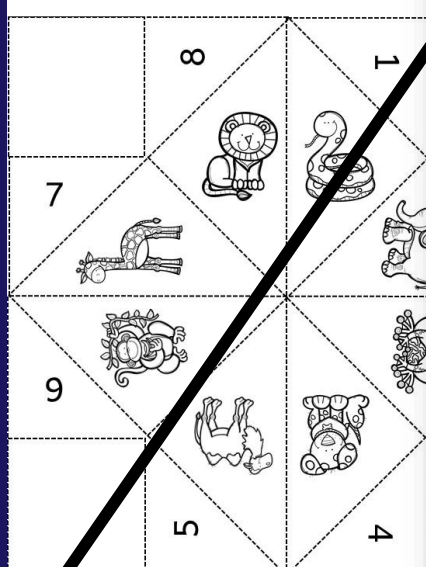
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# Fortune tellers

### Fortune Teller - 'Dear Zo

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### Fortune Teller - 'It's

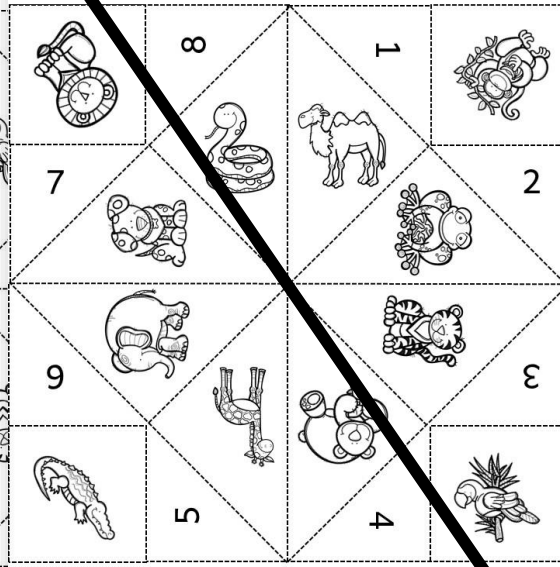
Cut around the template and fold along the dotted lines.



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### Fortune Teller - All animals

Cut around the template and fold along the dotted lines.



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# Zoo Animals Playing cards craft

These playing cards can be made in 1, 2, 3 or more different stages depending on the amount of language practice you wish to provide your group. Each worksheet is provided in black and white or colour. The black and white sheets can be used in combination with a colour dictation activity to maximise language practice. The following formats are provided:

- Complete: It's an elephant
- Tracing text: elephant
- Gapped text: It's a \_\_\_\_\_
- Complete text: It's a \_\_\_\_\_

Optional card backs are also provided for reverse-side printing. It is advisable to print on card if possible for repeated use in card games. Children should write their names or initials on the back so they can collect their own cards after playing. Alternatively, print on different coloured paper. There are several card games you could use. Please see a few in the suggestions below.

## Activity suggestions:

1. **1. Memory game**  
Use the cards as a memory matching game. You could do this as a whole class or in small groups.  
1. Place all the cards face down on a table or floor.  
2. Each child takes a turn to turn over two cards. Encourage them to say a sentence for each card they find, e.g., 'It's a monkey.' If they find a pair, they keep it. If not, they turn the cards back over.  
3. The children continue taking turns until all the cards are matched.

2. **2. Tracing and dictation**  
1. In groups of 3 or 4, children shuffle their cards.  
2. Each child places their pile of cards face down in front of them.  
3. Each child takes a turn to turn over a card. Encourage them to say a sentence for each card they find, e.g., 'It's a monkey.' If they find a pair, they keep it. If not, they turn the cards back over.  
4. If there are consecutive cards that are the same, everyone has their hand on the centre pile. The first person to do so wins the game. The other children add their cards to the centre pile. They continue until one person has won all the cards.

3. **3. Rock, paper, scissors**  
1. In pairs, children place their cards face down in front of them.  
2. They play rock, paper, scissors and the winner takes the card.  
3. The first person to win 5 cards wins the game. They continue until one person has won all the cards.

For more ideas on games you can play, see our articles on [Flashcard Games](#)

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## Zoo Animals

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## Zoo Animals

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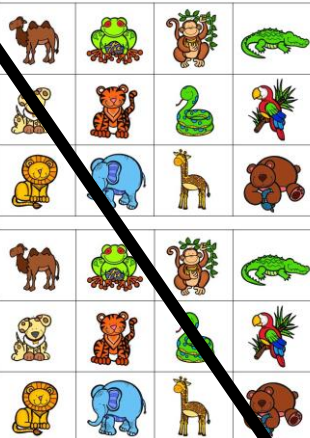
## Zoo Animals

These cards belong to



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## Playing cards cut and paste pictures



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It's a dog.

It's a snail

It's a camel.

It's a dog.

It's a snake.

phant.

It's a giraffe.

It's a lion

It's an elephant.

It's a giraffe.

It's a lion.

It's a parr

It's a monkey.

It's a frog.

It's a parrot.

It's a croco

It's a tiger.

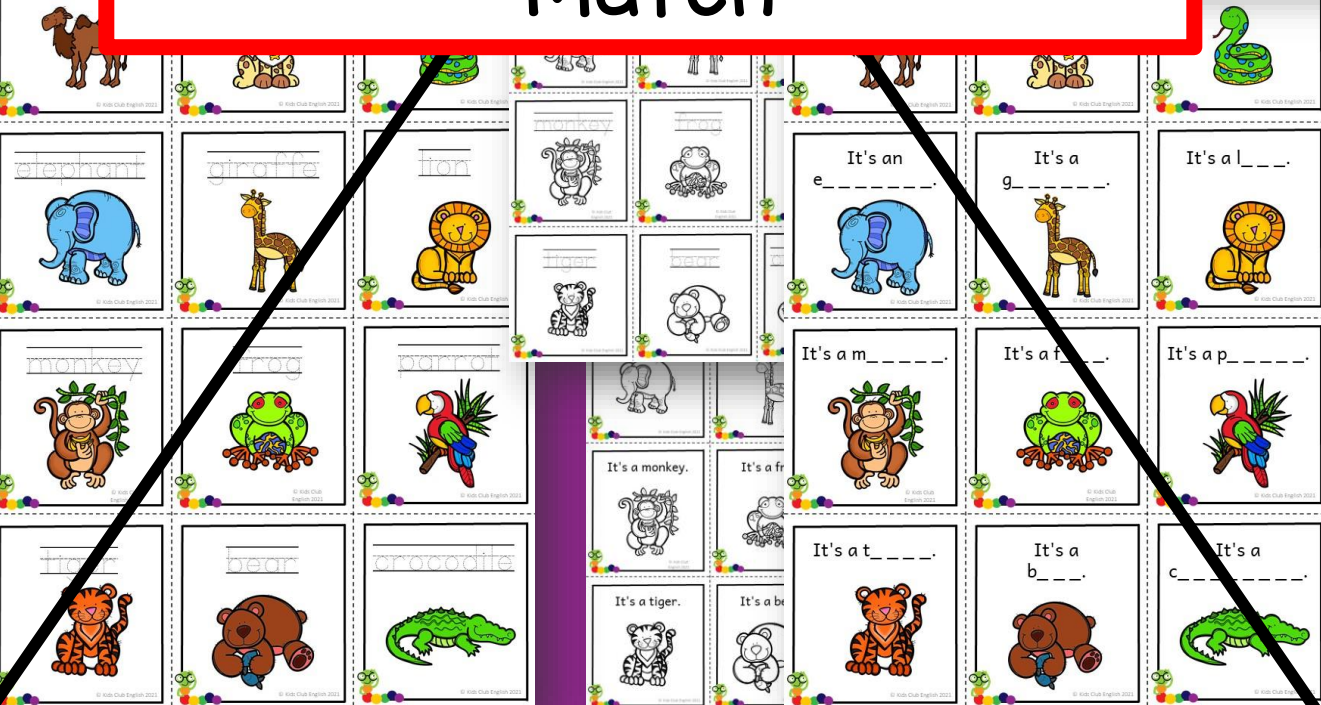
It's a penguin.

It's a crocodile.

It's a d \_ \_

It's a s \_ \_ \_

# Playing cards craft Complete, Trace, Gapfill, Match





# Zoo Animals

## Flashcards and game cards

This card set includes Flashcards, Matching cards and Mini-cards. They include the animals that feature in [Dear Zoo](#) and [It's a Zoo](#) by Rod Campbell but they would work equally well with any zoo theme. There are also optional card backs to print on the reverse side. These can be useful for games where you don't want to let the children see through. There are several games you could play to present and practise your target language. There's a huge variety of language you could practise - not just the individual vocabulary words. Check the Possible Language Focus for ideas.

### Activity suggestions

1.

Matching cards

The matching cards can be used in a variety of ways:

- **Opening routine** - Give each child one half as they come in and they have to find their matching half. You could use this technique to assign seats or simply to gather the children in one area of your room.
- **Peelmanism/Pairs** - Each child takes a turn at turning over two cards. They win the pair when they find each matching half.
- **Jigsaw race** - Give each pair or group of children a set of cards. When you say go, they have to race to match up all the halves. Follow up with a listen and point activity, e.g., "I can see a snake!" and the children point to the snake. When they have the hang of it, you can nominate students to dictate the animal to point to.

2.

Mini-cards

You can use these cards in the same way as the matching cards but print two sets. The children can match picture to picture or picture to text. Here are a couple more:

- **On your head** - One child shuffles the cards and places one card above their head so they can't see it but the others do. The child asks questions to guess the card. Try to guess the card in as few questions as possible. One variation is for the other children to give clues.
- **Rock, paper, scissors** - In pairs, students play rock, paper, scissors. The winner takes a card and makes a sentence, makes a question or simply identifies the animal. Continue until all the cards are used up. Who won the most cards?

3.

Flashcards

Flashcards can be used in a number of ways: to present, drill and recycle new language or to use as visual prompts during craft or game activities.

If you use them in conjunction with a storytelling session, you could have the children predict the sequence of the animals as they appear.

The larger image size makes these flashcards ideal for games that make the use of the classroom space. For example, you could retell a story or sing a song out of sequence and the children have to point or go to the animals as they hear them.

For more ideas on

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## Matching cards

It's a ...



monkey

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frog

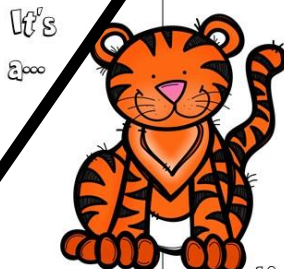
© Kids Club English

It's a ...



parrot

© Kids Club English



tiger

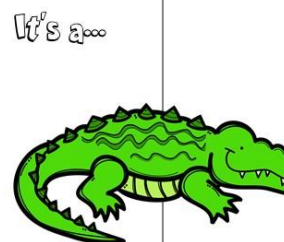
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It's a ...



bear

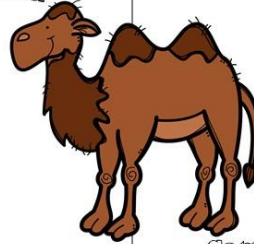
© Kids Club English



crocodile

© Kids Club English

It's a ...



camel

© Kids Club English

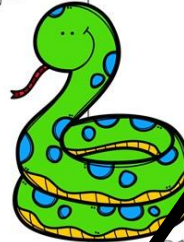
It's a ...



dog

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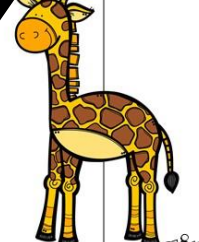
It's a ...



snake

© Kids Club English

It's a ...



giraffe

© Kids Club English

It's an ...



lion

It's a ...



lion

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Zoo Animals



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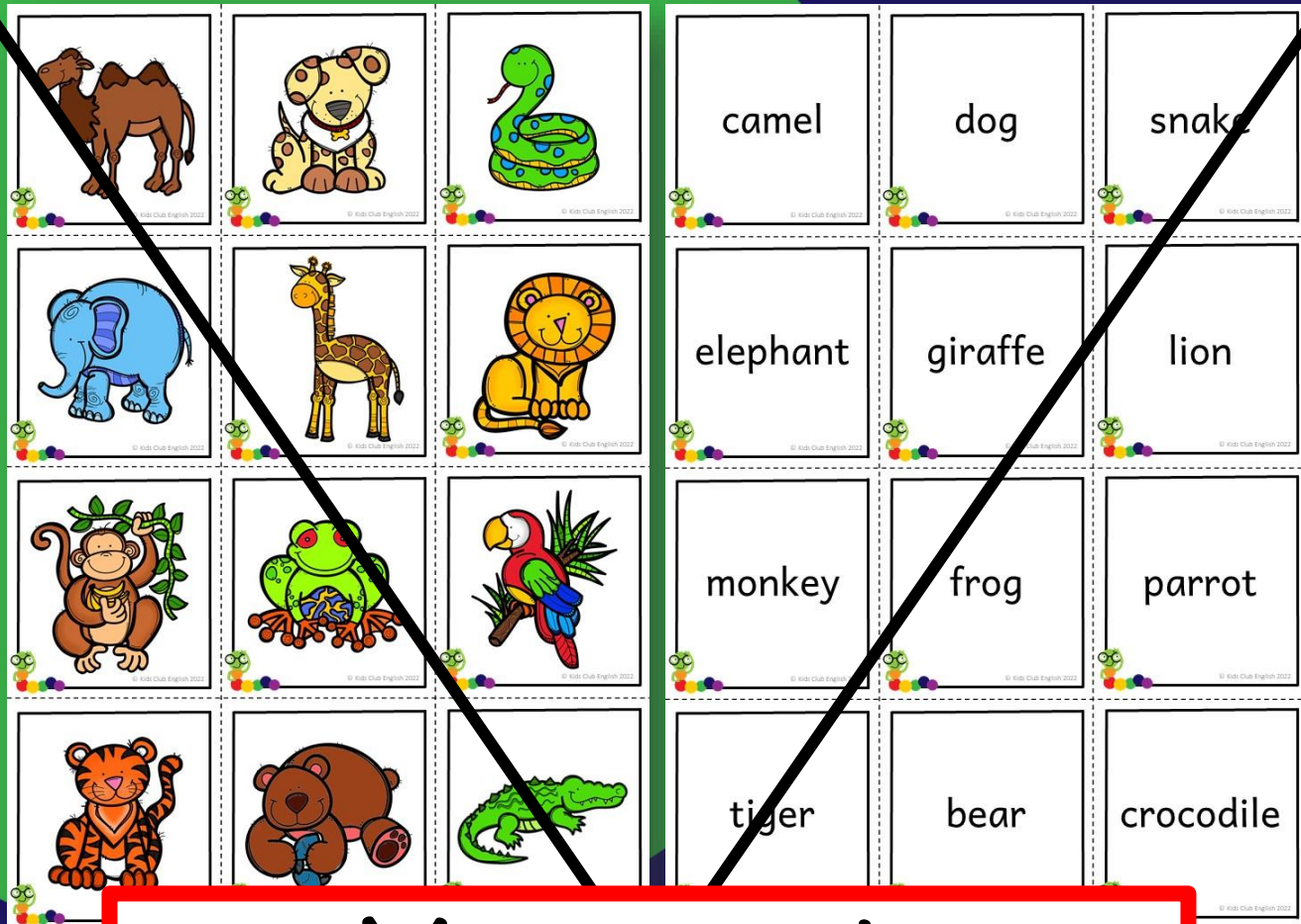
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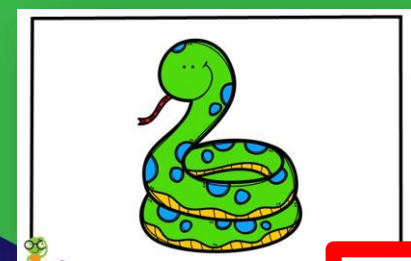
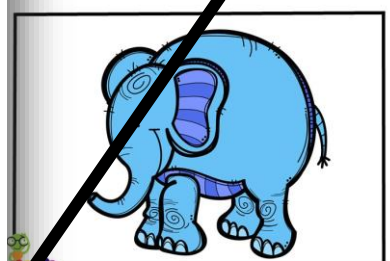
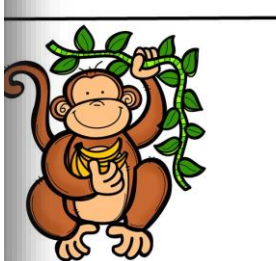
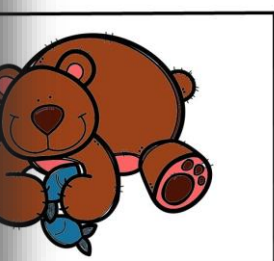
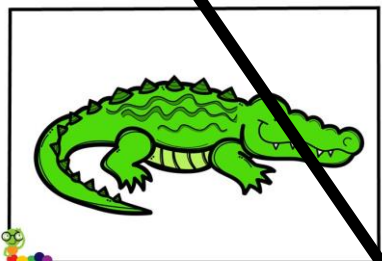
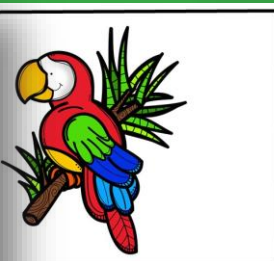
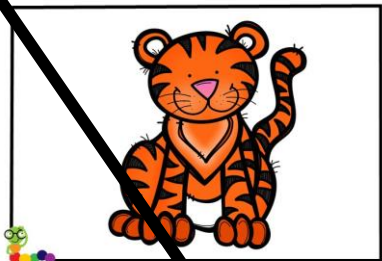




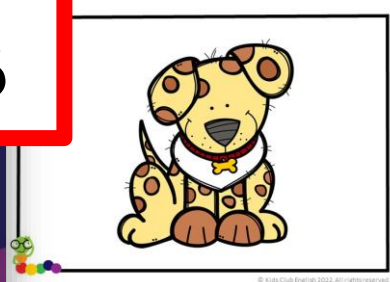
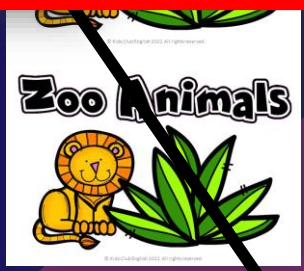
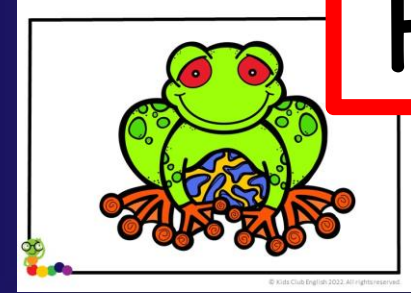
# Mini-cards







# Flashcards



bear

me

mon

parrot

fe

crocodile

og

fr

tiger

n

nt