Meet the Animals

Familiarize your child with the different animal counters by playing a quick game of “Meet the Animals.” Put all the animals in the bucket, and then ask for each of them by type until one of each kind has been removed. There are 12 types of animals included: Cheetah, Elephant, Gazelle, Giraffe, Gnu, Gorilla, Hippopotamus, Lion, Ostrich, Rhinoceros, Tiger, Zebra

Sorting Safari

Let’s go on a sorting safari! Practice sorting the animals by different attributes. Start sorting by animal types into their different groups. You can then try sorting by attributes such as “small, medium, and large animals” or “animals with and without horns” or “animals with and without stripes.”

Pattern Power

Practice patterns by first showing a basic ABAB pattern using two of the animals, such as giraffe / lion / giraffe / lion. Ask your child to continue the pattern. Once they get the concept, try exploring other patterns, such as ABC ABC or even ABCD ABCD.

Safari Stories

Use the animal counters to create and solve story problems that involve addition and subtraction. Say: “Two elephants walk in the jungle. Three more elephants join them. How many elephants are
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Safari Stories
Use the animal counters to create and solve story problems that involve addition and subtraction. Say: “Two elephants walk in the jungle. Three more elephants join them. How many elephants are there altogether?” Perform this activity with many different quantities, animal counters, and story scenarios.

Who's Missing?
Place several of the animal counters in front of your child. Make sure there is only one of each animal. Ask your child to study the animals carefully, then close their eyes. Remove one of the animals and put it out of sight. Have the child look and try to guess which one is no longer there.

Alternative play: start with 3 different animal counters. When your child closes their eyes, add a fourth counter and have them guess which one was added. Continuing doing this until one of each of the animals has been added.

Who Am I?
for 2 or more children: Place a group of animal counters on the table. Have one child pick an animal, but don’t say it out loud. The other children take turns asking questions to discover the chosen animal’s identity. To make it more challenging, try limiting the questions to yes/no answers. Examples could be: “Does it walk on four legs?” or “Is it grey?” or “Does it have a long neck?”