

## OLD MACDONALD CARD GAMES

**Language:** sheep, pigs, cows, ducks, dogs, horse, cat; colours

**Resources:** Old MacDonald's pelmanism activity sheet, card, crayons, scissors

## PELMANISM

2-4 players

- a) Photocopy the activity sheet onto coloured card, e.g. red for the animal pictures, blue for the words. (For a longer game, use the same coloured card.)
- b) Demonstrate the game. Place the 12 cards face down on the table. Turn a red card face up and say or read the name of the animal. Turn up a blue card. If the cards make a pair, keep the cards and take another turn. The winner is the player with the most pairs.

## SNAP

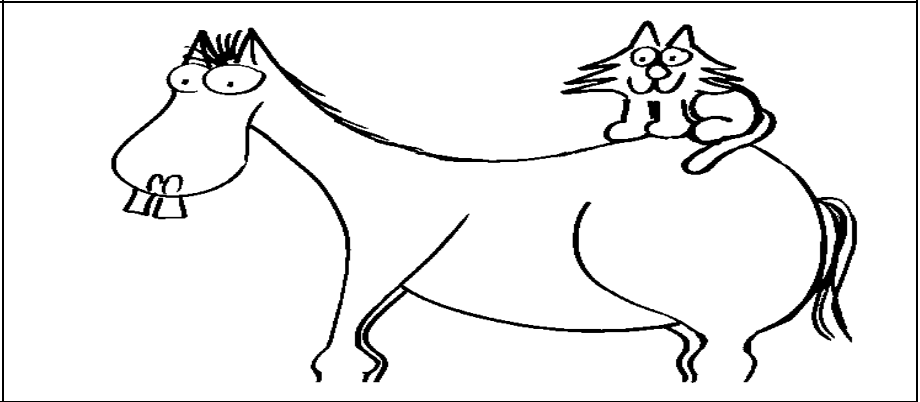
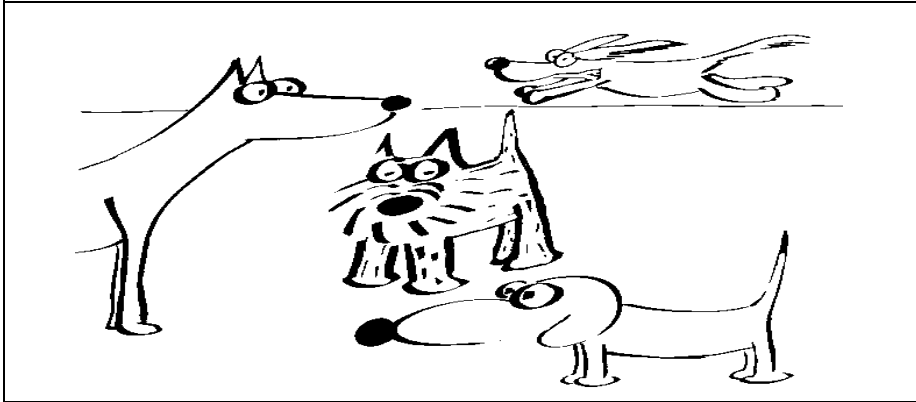
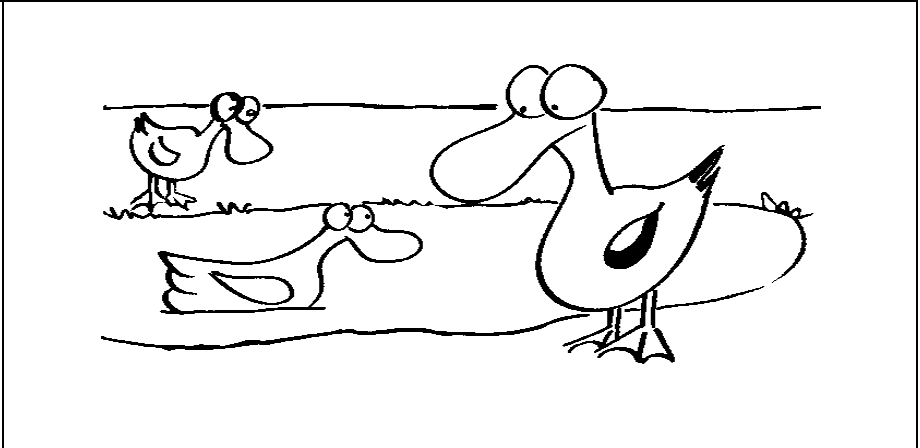
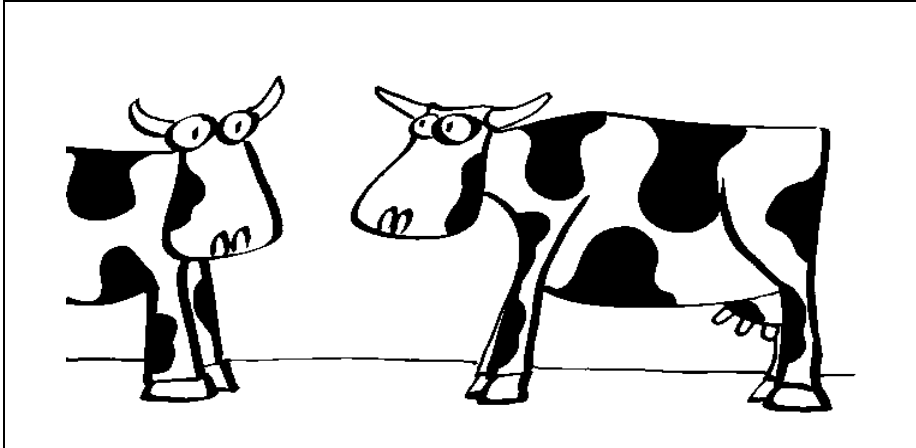
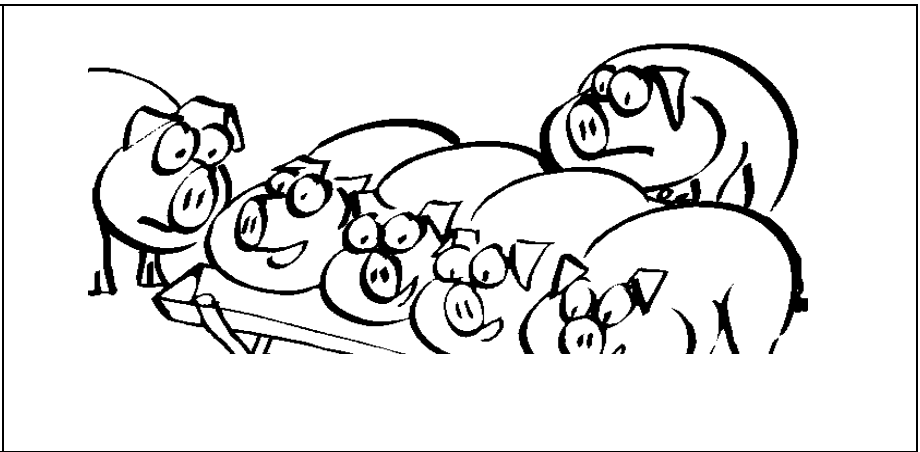
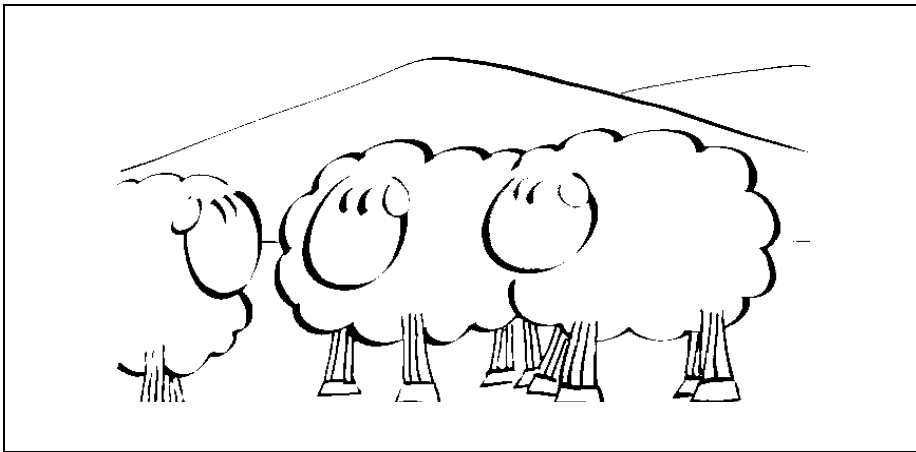
2 players

- a) Give each of your children an activity sheet photocopied onto white card.
- b) Ask them to colour their animals.
- c) Next they cut out the animals and the words.
- d) Demonstrate the game. Shuffle 2 sets of cards together. Deal the cards equally between the 2 players. Put the cards in a pile in front of each player, face down.
- e) Turn up the first card and place it in the middle of the table. Say or read the name of the animal. The second player places his/her first card in the middle. If the 2 cards make a pair, shout "Snap!" The first player to shout 'Snap!' keeps the cards. The winner is the player with the most pairs.

# ANIMAL NOISES

3-4 players

- a) Give each pair or group a set of animal cards.
- b) Ask your children to turn the cards face down. In turn, each child takes a card and makes the noise of the animal. The other children then guess the animal.
- c) Alternatively, the children make actions for each animal!



**sheep**

**pigs**

**COWS**

**ducks**

**dogs**

**a horse and a  
cat**