






























	15		14		13		12		11		10					
																
16				27			26			25			24			9
17				28			29			30.			23			8
	18		19		20		21		22		7					
																
S T A R T	1		2		3		4		5		6					
																

THE SPLISH-SPLASH RACE - CARDS

2

If you can flap
join the duck.

4

You can wiggle,
so join the pig.

6

What colour is
the pig?
Right answer?
Go to 8.
Wrong answer?
Go back to 5.

7

If you can
stamp,
join the sheep.

9

Make the
sheep's noise
and go to 10.

12

Make the
cat's noise
and go to 14.

13

Jump with the
cat. Miss 1
turn.

15

Make the dog's
noise and go to
17.

18

If you can't
skip like the
goat, go back
to 14.

20

Say Wheeeee!
to the pony.
Miss 1 turn.

21

Run with the
pony and go
back to 19.

24

What colour is
the donkey?
Right answer?
Go to 26.
Wrong answer?
Go back to 22.

25

Drum with the
donkey.
Miss 1 turn.

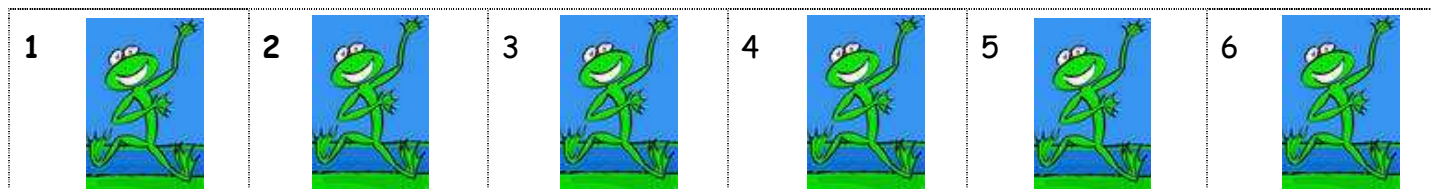
27

Make the
cow's noise
and go to 29.

28

You can hop, so
jump to 30 and
SPLISH!
SPLASH!

The counters:





Language: animals (duck, pig, sheep, cat, dog, goat, cow, pony, donkey); actions (flap, wiggle, say wheeee, stamp, jump, skip, run, drum, hop, splish-splash); animals' noises (oink, ba, miaow, woof, moo).

Resources: board game sheets, dice, counters, sets of cards

1. Print off the board game and enlarge to A3 size.

2. Explain and demonstrate the rules:

- Divide the class into teams.
- Give each team a board game, one dice and one counter per team.
- In turn, one child, from team one, rolls the dice and moves the group counter the corresponding number of squares (leaves, animals). The other teams do the same with the corresponding counter (frog 1).
- If s/he lands on a square with a red number, s/he takes the corresponding card, reads it and does the action. The other teams only move the counter the same way.

3. Now the children can play in small groups.



THE SPLISH-SPLASH RACE



2ND PRIZE



Date _____

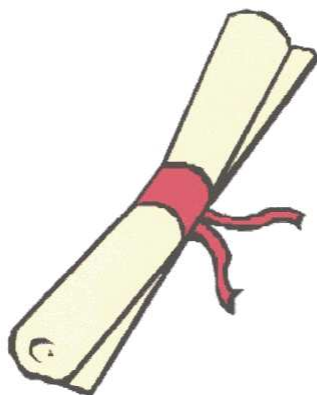
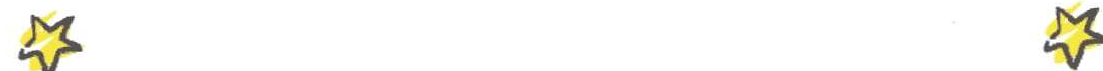
Name _____



THE SPLISH-SPLASH RACE



3RD PRIZE



_____ Date

_____ Name

