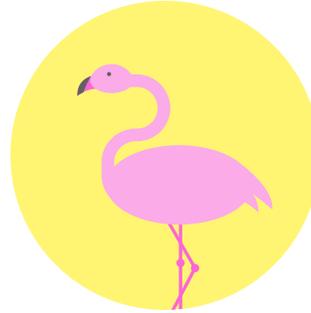
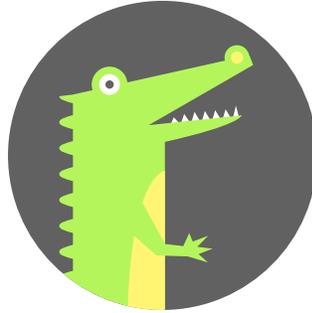
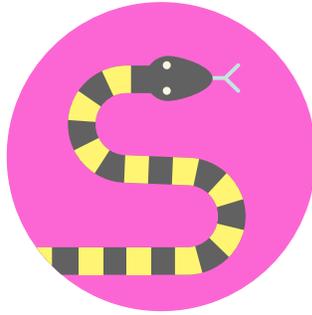


Welcome to the Zoo



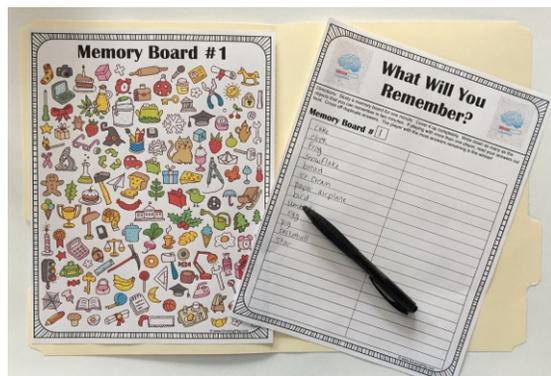
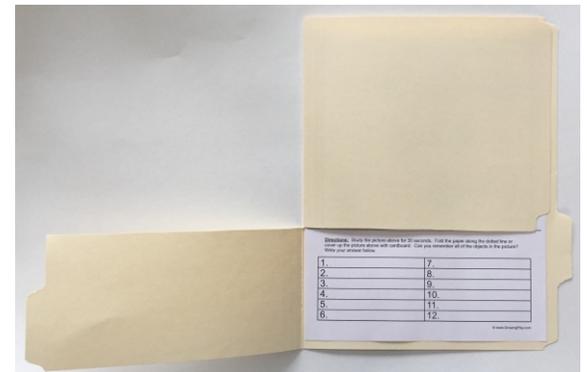
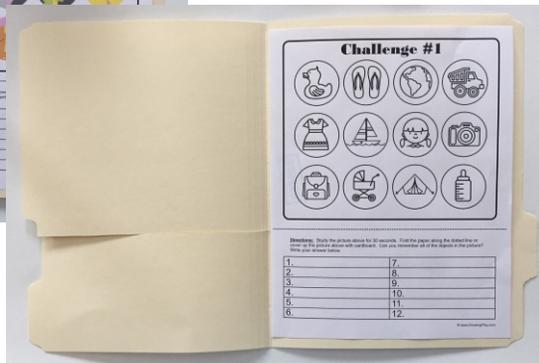
Directions: Study the picture above for 30 seconds. Fold the paper along the dotted line or cover up the picture above with cardboard. Can you remember all of the objects in the picture? Write your answer below.

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



Put a color or black and white page inside a file folder. Cut across the left hand flap of the folder one third of the way down. Study the picture then close the top third of the folder. Write the objects that you can remember.

The colored circles are easier to remember since the objects are all one theme.



Put the memory boards inside a file folder. Study the picture then close the folder. Write all the objects that you can remember.



What's Missing Game: Cut out the circles and glue on to wooden discs or cardboard. Study the circles. The child then closes eyes. Another person removes an object. The child tries to remember what object was removed.



Memory: Print out 2 copies of a page. Cut out the circles

and glue onto wooden chips or cardboard. Turn all the circles face down. Player one turns over two circles. If the circles match, player 1 keeps the pair and takes an additional turn. If the circles do not match the turn is over. Play continues until no circles are left. The winner is the player with the most matching pairs.

Odd Man Out: Use the circles from your Memory game above. Remove one object to be the "Odd Man Out" so that one object does not have a match. You do not want to pick that circle. Put all the circles face down. Play memory (directions above) with the circles. If you pick the "odd man out" you lose a turn and have to put a pair back from your pile of pairs. Mix up all the circles before the next player takes a turn. The player with the most pairs at the end of the game is the winner.

Want to make it easier? Just put all the circles face down. Take turns picking a circle. If you pick the "odd man out" the game is over.

