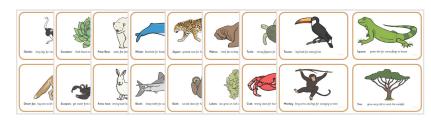
World Habitats Game

Resources

This pack contains:

- · Four World Habitat Game boards.
- One set of Living Things cards.

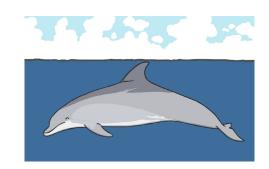




Instructions

- · Give each player a Habitats Board.
- Shuffle the Living Things Cards and place them face down in the centre of the table.
- · The youngest player takes the first turn.
- · When it is a player's turn, they pick a Living Things Card from the top of the pile and read the name and description of the plant or animal.
- The player decides which habitat the living thing belongs in. If the other players agree that they have the correct answer, the player can keep the card on their Habitats Board.
- If the player has not guessed the right habitat, the card goes to the bottom of the pile.
- If all the players can't agree which habitat a living thing belongs in, the players may ask an adult.
- The first player to get all 8 Living Things Cards in a single habitat wins the game.

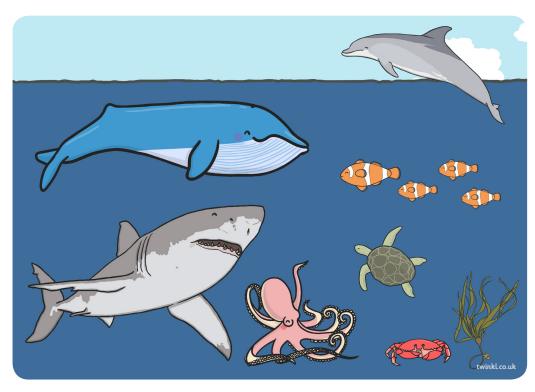






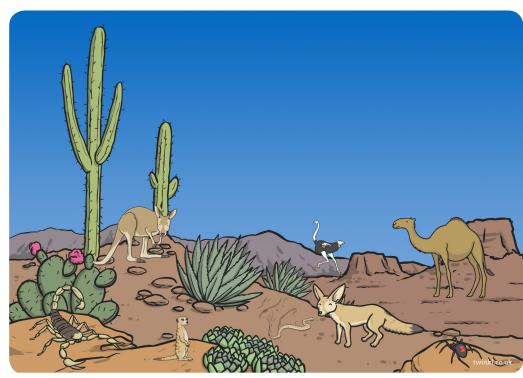




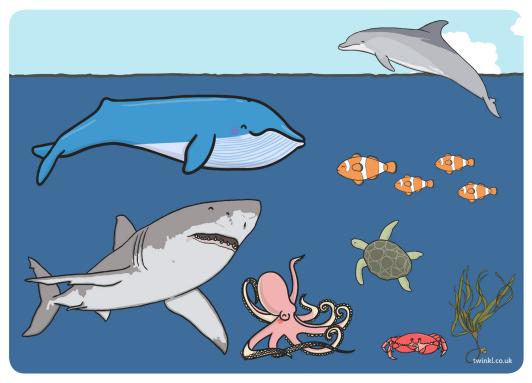


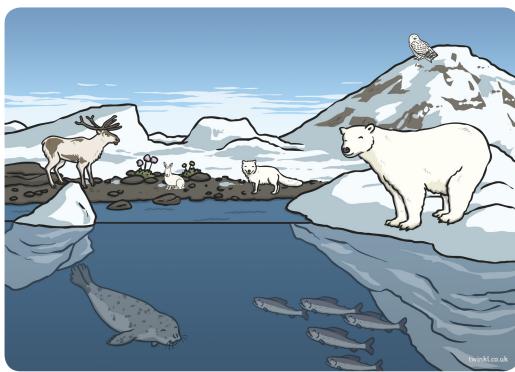


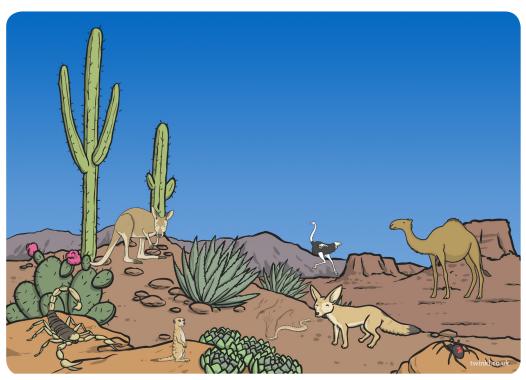


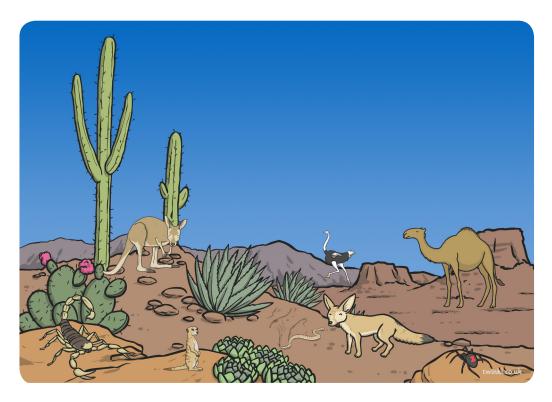






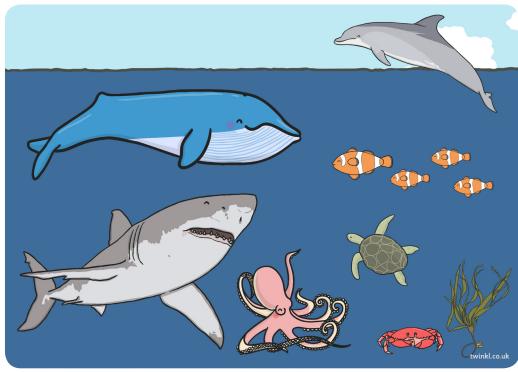


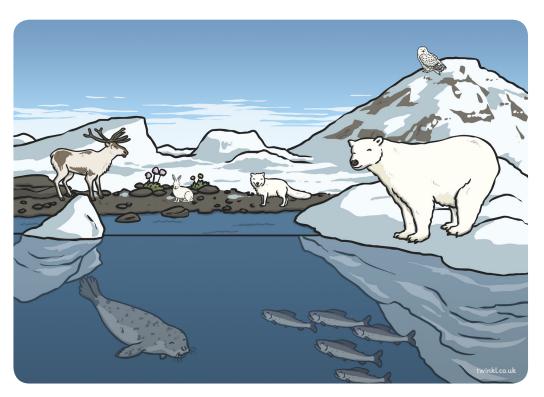


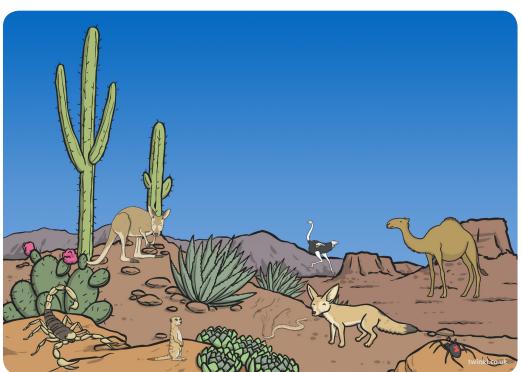




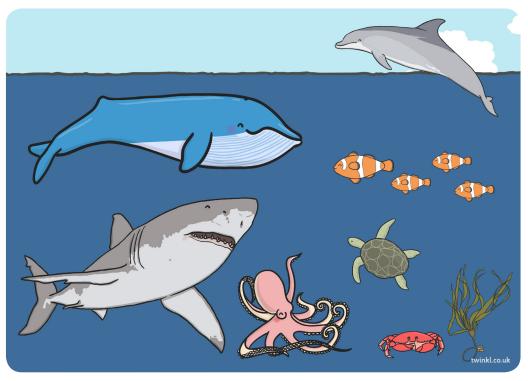


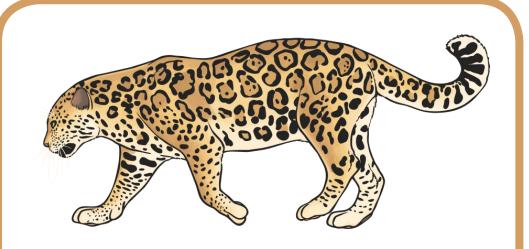






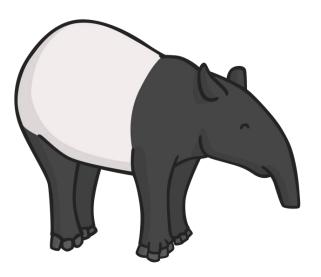






Jaguar: spotted coat for hiding in trees

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Tapir: wide feet to walk on soft, muddy ground

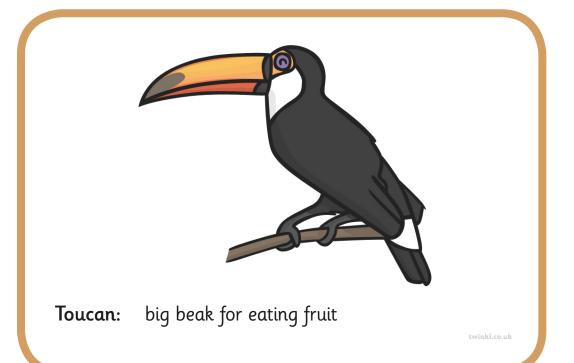
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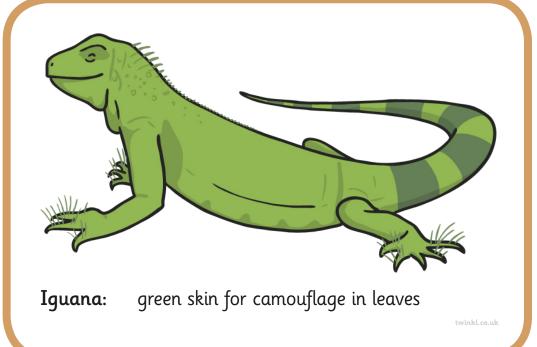


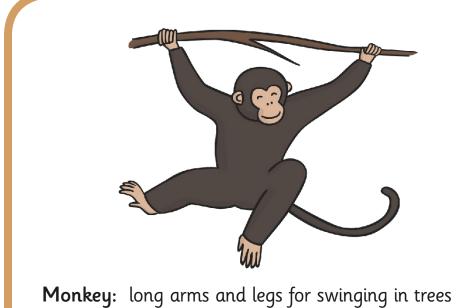
Sloth: curved claws for hanging in trees

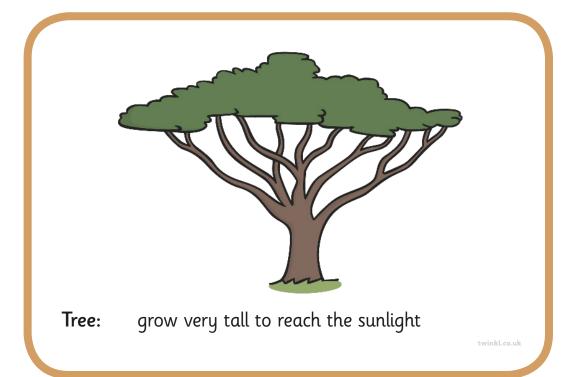
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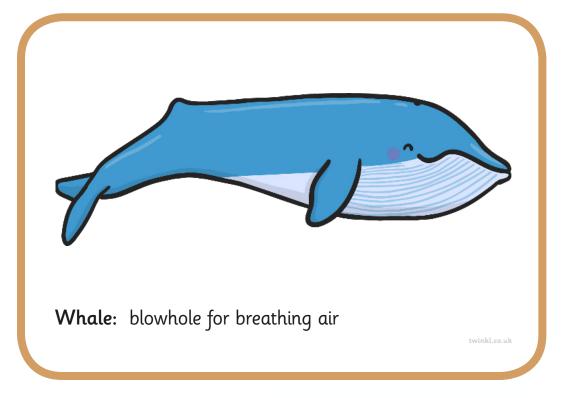
Tree frog: suckers on toes for climbing trees

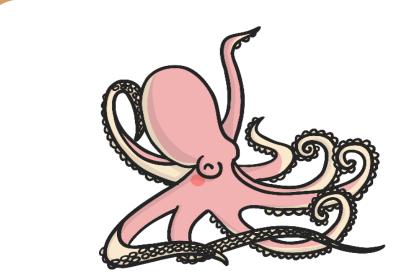




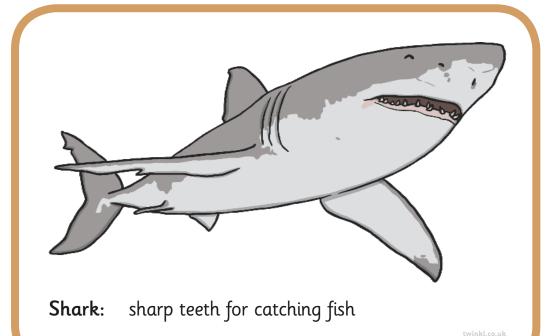


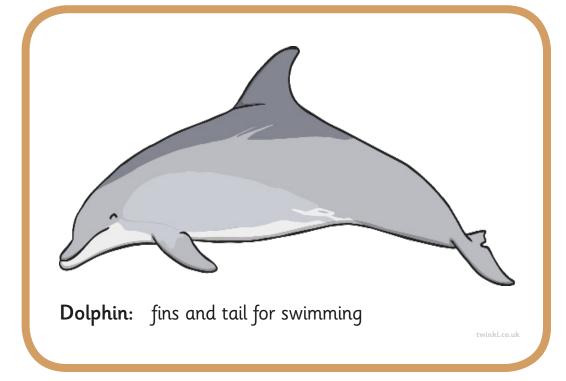


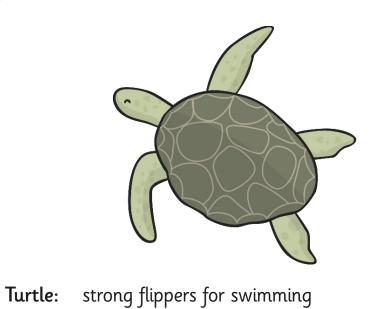


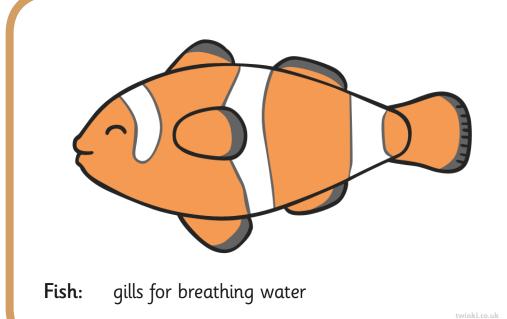


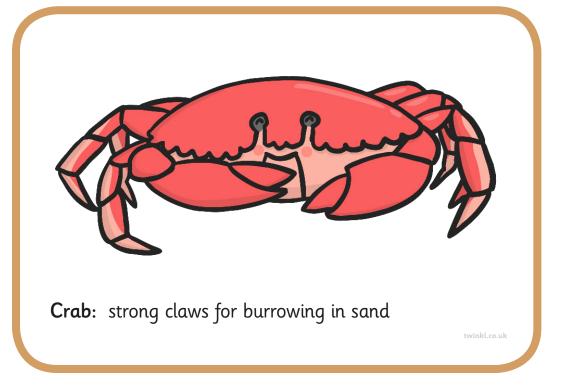
Octopus: 8 arms for moving in water or catching food



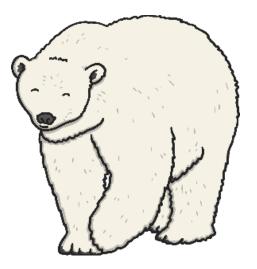








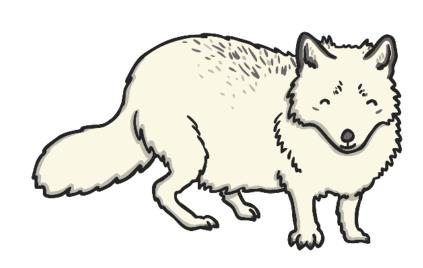




Polar Bear: wide, flat feet for walking in snow

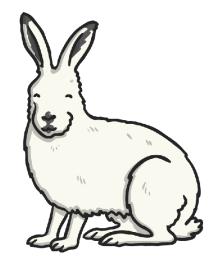
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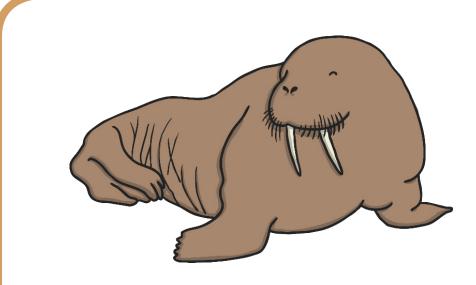
Arctic wolf: white fur for hiding in snow

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Arctic hare: strong back legs for jumping on snow

Reindeer: thick fur to keep warm



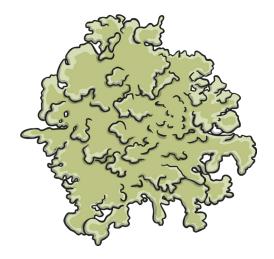
Walrus: thick fat to keep warm

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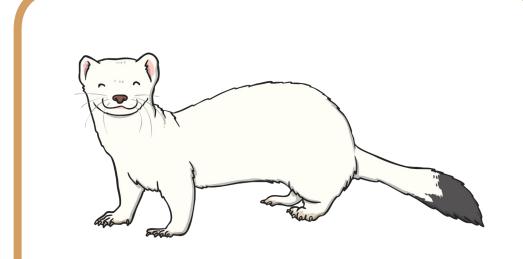
Snowy owl: thick white feathers to keep warm

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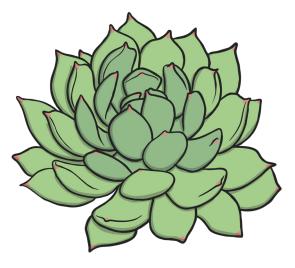


Lichen: can grow on rock so doesn't need soil

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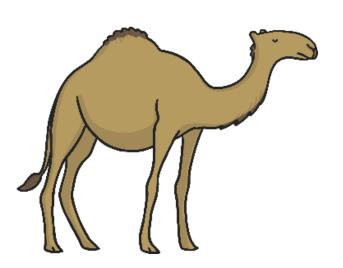


Ermine: fur turns white in winter



Succulent: thick leaves to store water

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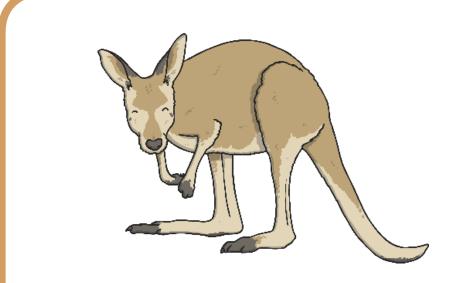
Camel: thick eyelashes to protect eyes from sand

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Scorpion: get water from their prey

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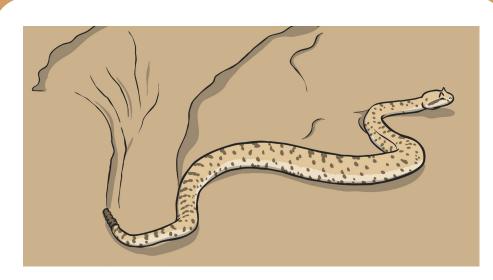


Kangaroo: strong legs for jumping long distances



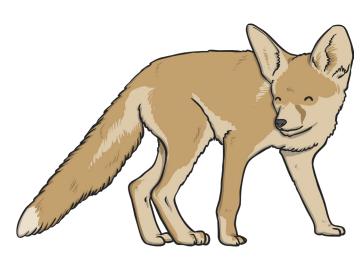
Ostrich: long legs for running fast over sand

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Sidewinder: moves sideways to protect body from hot sand

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Desert fox: big ears to let heatescape

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Meerkat: brown fur to hide against sand