

ANIMAL LOTTO

Montessori

A fun tombola game for young children to play together!



HEADU

A fun, easy-to-play tombola that introduces children to animals and their natural habitats. The kit includes six habitat cards and thirty animal cut-outs to fit into the matching shapes.

The pieces can be used as part of a tombola game or the animals presented one-at-a-time as *flashcards* to be placed on the matching habitat. In the latter case, the animals are recognized in parallel with the habitat in which they live. This adds context to the learning experience.

Tombola

To begin the game, give each player a habitat card and lay the animal cut-outs face down on the playing surface. Each player takes a turn to pick up an animal. If the animal picked is shown on their card, they take it and slot it into the matching space; if it's not, they return the piece, face-down, to the playing surface. The first person to complete their habitat card with all five animals wins.



Animal cut-outs and three-step method

The material provided can also be used in an unstructured way, i.e. presenting the animal cut-outs to the children like flashcards, pronouncing the names of the animals and their relative habitats. To make the learning process more natural and effective, the three-step Montessori method is recommended.

A three-step lesson is useful when introducing things for the first time and encouraging vocabulary development. It works as follows:

1. The educator chooses a category and introduces it to the child. For example, present the animals of the Savannah one at a time, picking them up and saying the name aloud: "This is a giraffe!", "This is a lion!", "This is an elephant!", "This is a rhinoceros!", "This is a pink flamingo!". The learning exercise can be given added meaning by placing the animals on the corresponding habitat card.

2. The educator then asks questions to help the children learn the names of the animals presented. For example: "Where's the elephant?", "Where's the rhinoceros?", "Can you find them?". This is the second step of the three-step lesson. Children are encouraged to recognise the animal from the name, developing visual and lexical memory.

3. To reinforce and verify learning of the animal names, ask the children to place all the animal cut-outs on their matching cards and ask questions, while pointing: "What is this animal called? And this one, what's it called?".

Remember that the learning experience can be enriched by adding details and information about each habitat.



SLOTH



MONKEY



TIGER



PARROT



CROCODILE



CRAB



OCTOPUS



MANTA RAY



SEA TURTLE



DOLPHIN



WALRUS



PENGUIN



SEAL



POLAR BEAR



ORCA



FOX



BUTTERFLY



SKUNK



BEAR



FAWN



DOG



SHEEP



PIG



HORSE



COW



RHINOCEROS



LION



FLAMINGO



GIRAFFE



ELEPHANT

