# Vertebrate Connect Four



In Biology, students learn about the features of amphibians, fish and mammals. Matching the animals to the various characteristics while playing a game reinforces learning in a fun way. This is a companion game to "Vertebrate Information Gap".

Suitable for students aged 7+

Learning Outcome: Students will be able to describe the characteristics of various animals.

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Collaborative Learning



# Vertebrate Connect Four

Developed by Steve Cooke Illustrated by Peter Bennett

### Theme: Animal Characteristics Age range: 7 +

### Context:

In Biology, students learn about the features of amphibians, fish and mammals. Matching these animals to their various characteristics while playing a game helps to reinforce students' learning in a fun way.

This is a companion game to "Vertebrate Information Gap".

You may have other animals that you wish to include. If you make your own version please send it to the address below.

#### **Preparation:**

Print out the A<sub>4</sub> sheets. Make up the A<sub>3</sub> game board by trimming off the white borders and gluing the top half to the bottom half.

If possible, laminate the Game Board and cover the card pages with 'clear PVC self adhesive film'. Then cut out the squares to make the Playing Cards.

### HOW TO PLAY CONNECT FOUR:

You need four people, one Game Board and two sets of cards (different colour borders). Work with a partner to make a team of two.

Shuffle your team's cards and place them in a pile face down.

Take turns to turn over your top card and decide where to put it on the board.

Everyone has to agree that the card fits the description.

The team with the first four cards in a line either vertically, horizontally or diagonally wins. Try to build the connections, but don't forget you can block your opponents too!

#### Learning Outcomes:

Students will be able to name the characteristics of various animals. If you have found further learning outcomes please share them by emailing collaborate@mantralingua.com.

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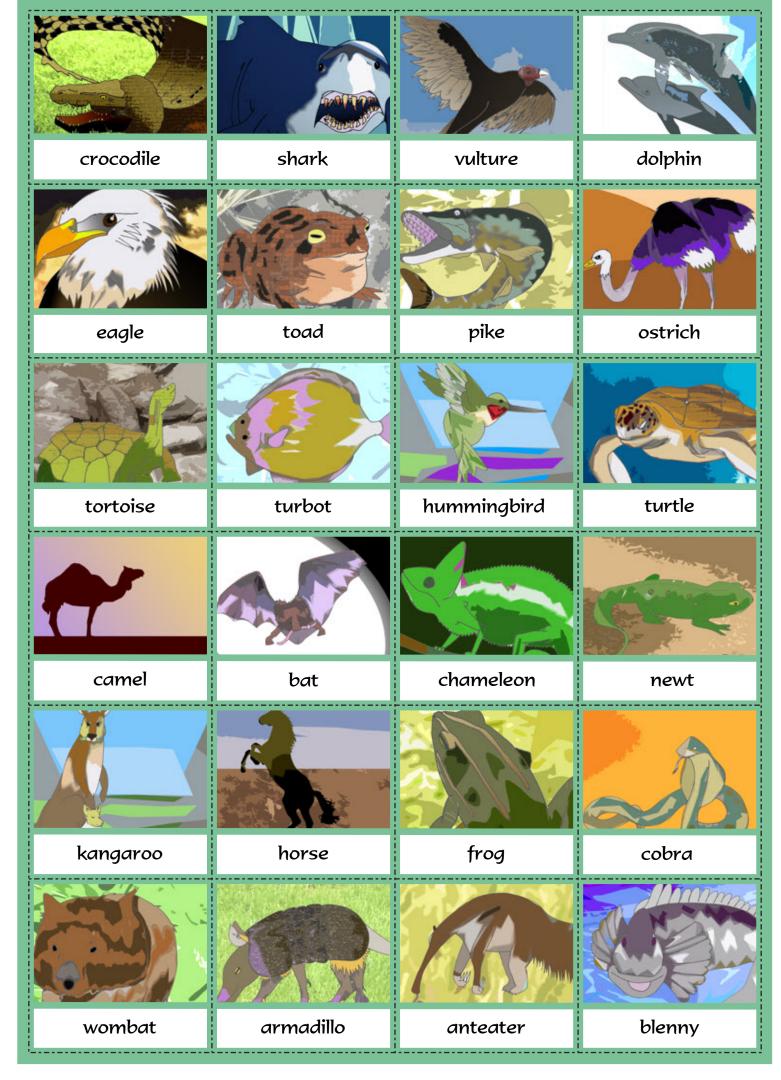
(You can purchase a professionally printed, sound-enabled version of this activity with pre-cut cards from www.mantralingua.com. Students can use TalkingPEN to record and re-record aurally onto the pages and cards. Recordings can be saved and used for assessment, or shared with other classes and schools via "ShareLINK".)



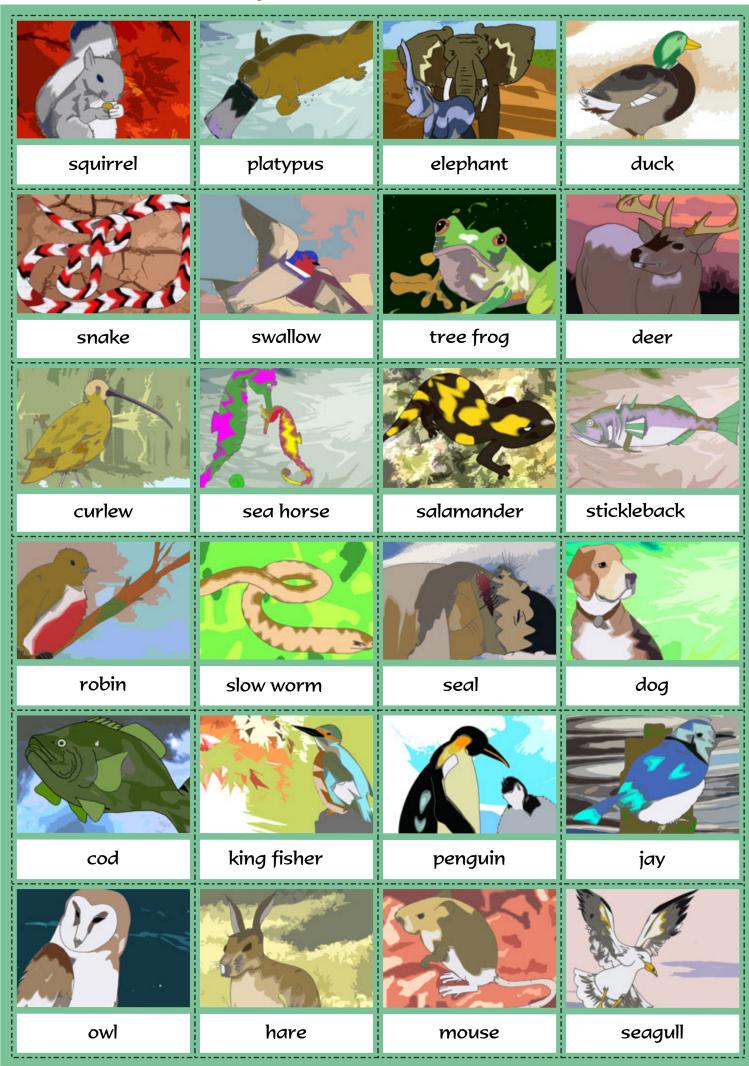
**Collaborative Learning** 







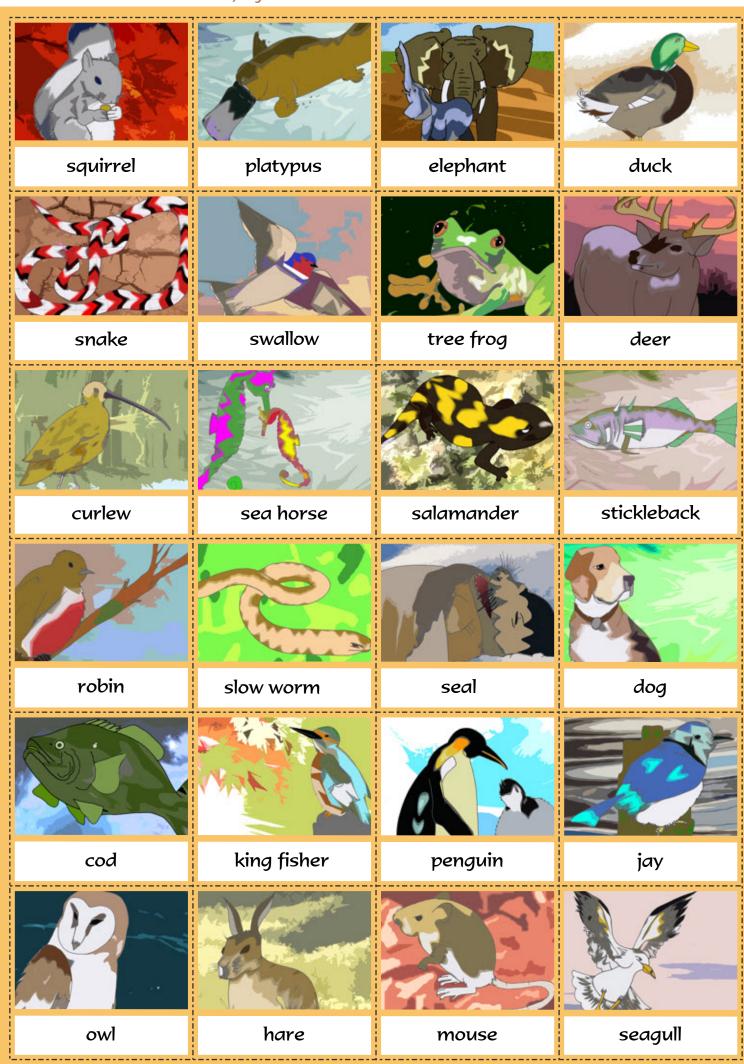
Vertebrate Connect Four - Playing Cards

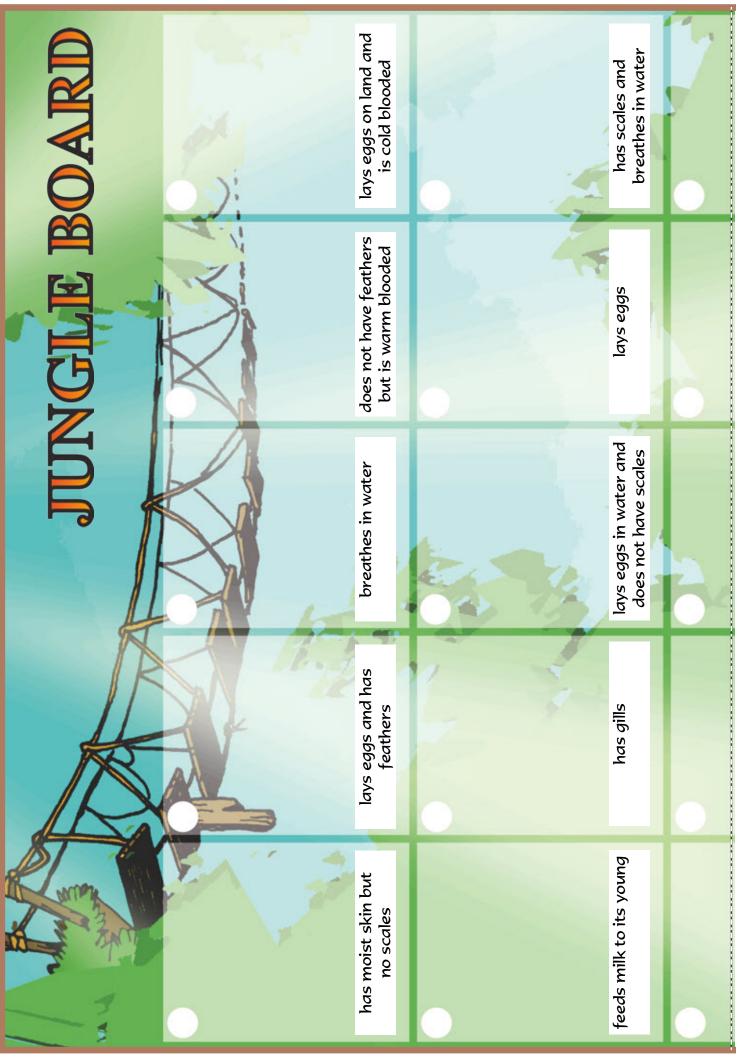


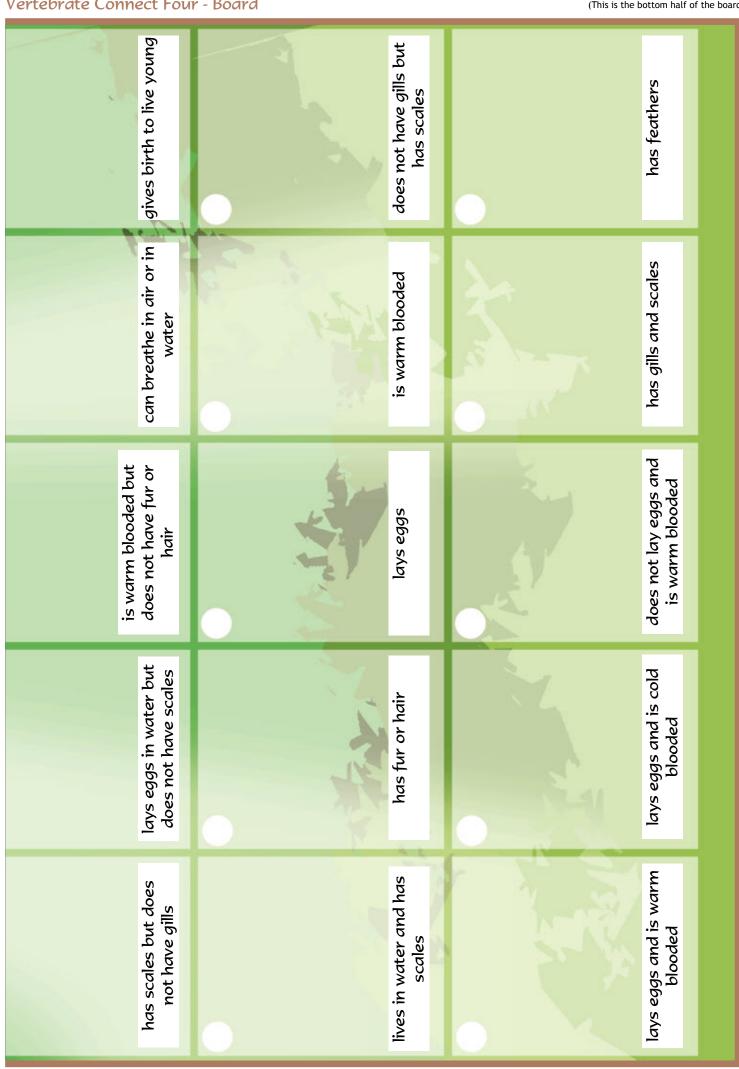




Vertebrate Connect Four - Playing Cards







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Vertebrate Connect Four - Board