

Poster Activities A (for less advanced students)

Small Class

Memory Game

- Prepare a memory game with animal vocabulary.
- Have first students say *On the boat, there is a lion.*
- Have the next student add another animal, e.g. *On the boat, there is a lion and a hippo.*
- Go around the class, having students take turns adding an item to the list. The aim of the game is for each student to remember the animals that have come before and to add another animal.
- Encourage students to use animals from the poster, as well as other animals they know.
- Eliminate students who cannot remember an animal or make a mistake. The last student left is the winner.

Large Class

Memory Game II

- Divide students into small groups. Tell them to put away their pencils and paper.
- Explain to students that they need to try and remember all the animals on the poster.
- Give student one minute to study the poster and remember the animals.
- Take down the poster.
- Get the groups try to think of all the animals on the poster. The first group to put up their hand has to say all the animals. If they make a mistake or forget or repeat an animal, they lose their turn and another group can try. The first group to list all the animals without making a mistake wins.

Poster Activities B (for more advanced students)

Small Class

Riddle

- Prepare a simple riddle, e.g. *I am big. I am yellow. I am strong. A lion.*
- Tell the class the riddle one clue at a time. *I am big. What am I?* Let several students guess, e.g. *An elephant.*
- If no student gets the correct answer, then say the next clue. *I am big. I am yellow. What am I?* Allow students to guess. If necessary, read the last clue and accept guesses until you receive the correct answer.
- Give each student an animal from the poster. Explain that they should look at the poster and think of a riddle.
- Allow student time to prepare their riddle.
- Have each student read out their riddle one clue at a time. Other students guess. The student that gets the correct answer goes next.

Large Class

Draw, Describe or Mime

- Write 1, 2 and 3 on separate pieces of paper, and put them in a hat or other container.
- Divide students into three teams.
- Explain to students that they will need to draw, describe or mime an animal. If they get a 1, they have to draw the animal. If they get a 2, they have to describe the animal. And if they get a 3, they have to mime the animal.
- One student from the first team comes up and picks an animal from the poster, but does not tell anyone. The student picks a number and then draws, describes or mimes the animal they have selected.
- Give the student's team 30 seconds to guess the animal. If they cannot, give the other teams one guess each.
- Continue with the game, the teams taking turns. If an animal is correctly guessed, then no other student can choose it. If an animal is not guessed correctly, other students can use it later. When you start to run out of animals on the poster, tell students to think of other animals that are not on the poster.