



Madagascar Activities

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Flashcards

Flashcards can help with learning the vocabulary and symbols for an activity. Reading can be supported using symbol vocabulary cards, which help understanding of the concepts and the sequencing of events in an activity.

The flashcards can also be uses for:

- Labelling
- Visual prompts when doing an activity
- Communication and answering aids
- Games with flashcards
- Flash card games can:
- Aid word / symbol recognition
- Aid memory
- Help visualising concepts

(a) Snap

Print 6 copies of a flashcard sheet and cut into cards. Shuffle the cards and put into piles. Each person turns over a card from their pile. When a player puts down a card the same as the previous one they should snap. You can also add that you have to repeat the word on the card after you have said snap.

(b) Pairs/Pelmanism

This matching game can be played in several ways:

- symbol to symbol
- symbol and word to symbol and word
- symbol to symbol and word
- symbol to word
- word to word.

Introduce symbol first, then symbol and word and finally word.

Flashcards cont...

Print 2 copies of the flashcards to have matching pair sets. Cut out the cards and face them upside down. Players take turns to turn over 2 cards, say what they see and if they find a matching pair they keep it.

Player with the most matching pairs at the end of the game is the winner.

(c) Lotto

Introduce symbol first, then symbol and word and finally word.

Can be played in several ways:

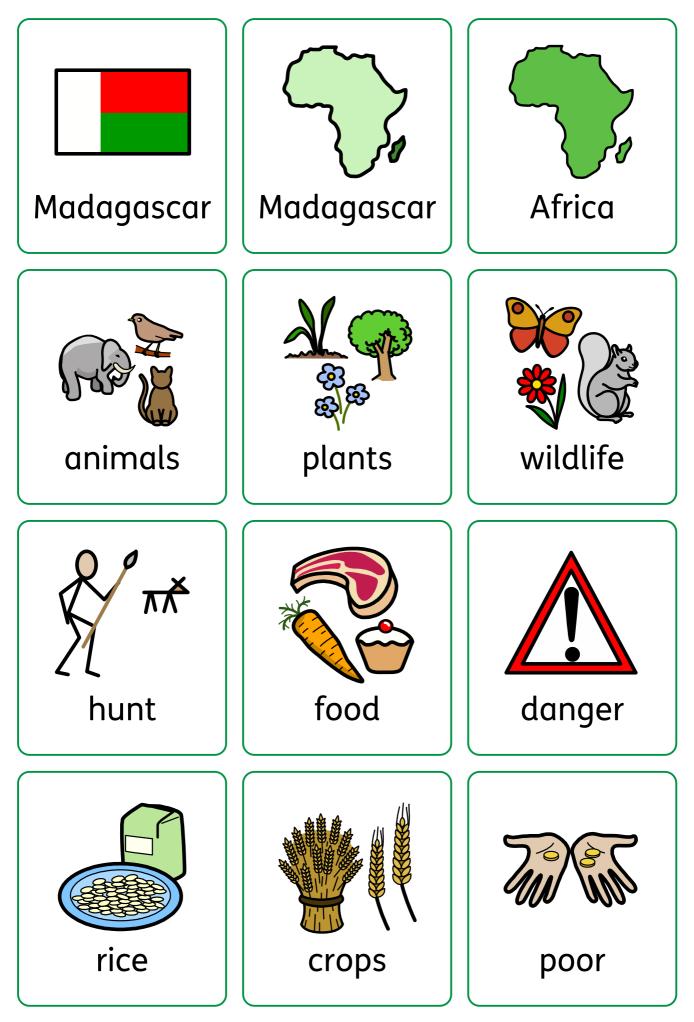
- symbol to symbol
- symbol and word to symbol and word
- symbol to symbol and word
- symbol to word
- word to word.

Print 2 copies of the flashcards. One copy for boards so in each set you can have 3 players each with 9 spaces to fill. The other set be cut up as the lotto game cards. You can double up the printing if you want more players.

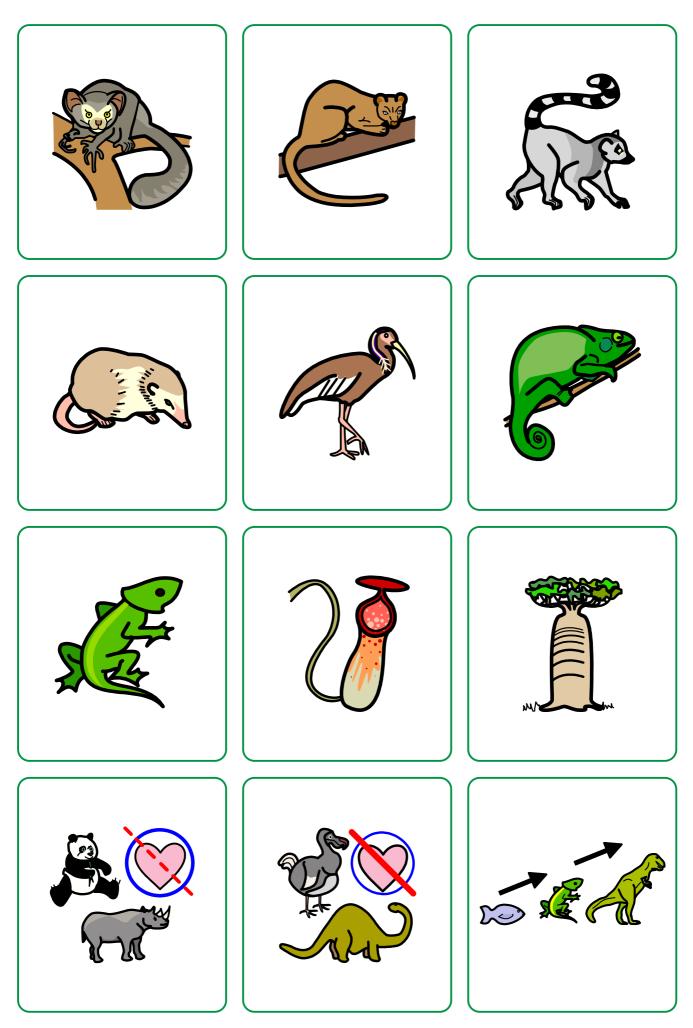
The players take turns to turn over a card from the pack, say what they see, and if it matches one on their board they place it on top, otherwise add it back to the pile.

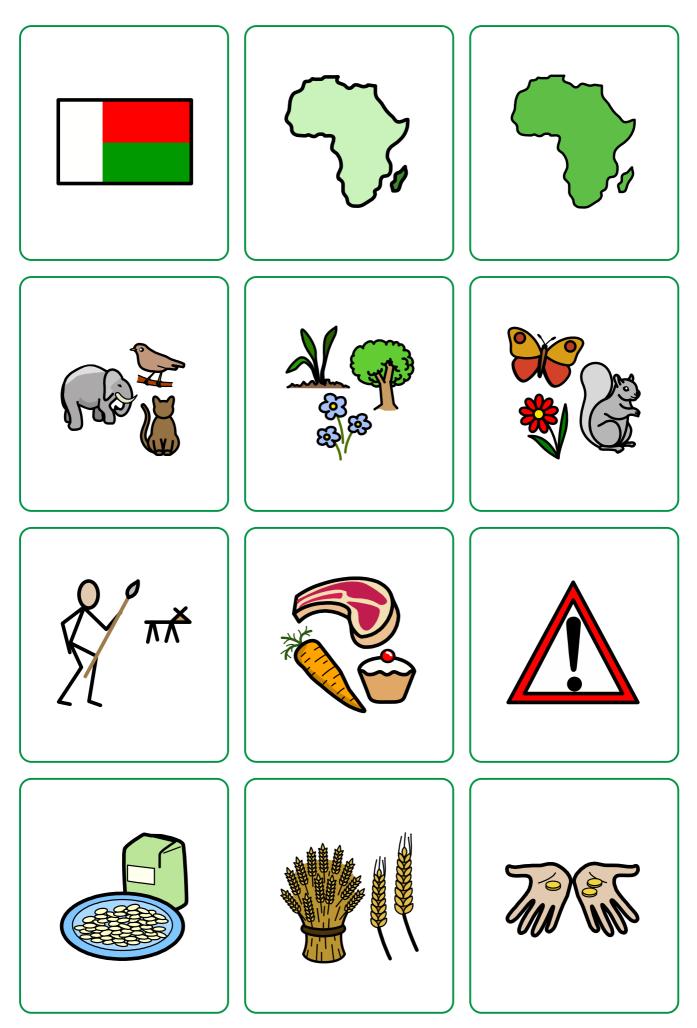
Player who matches all the cards on their board first is the winner.









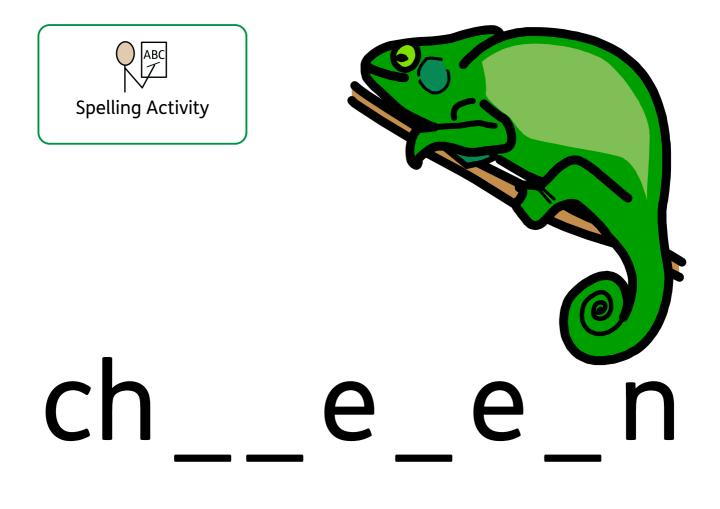


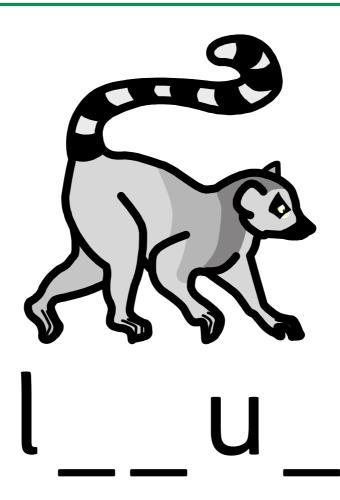




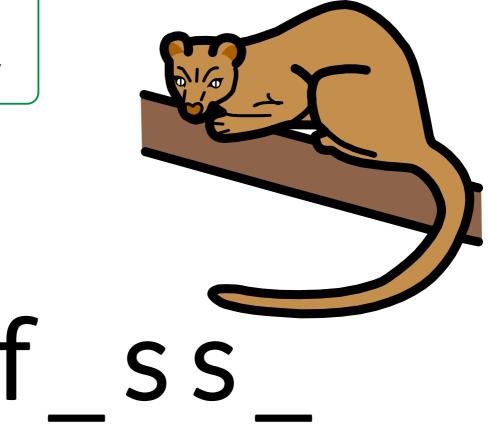


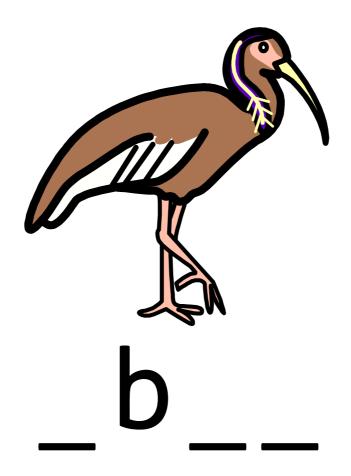




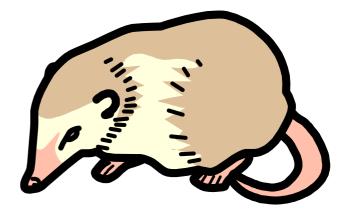




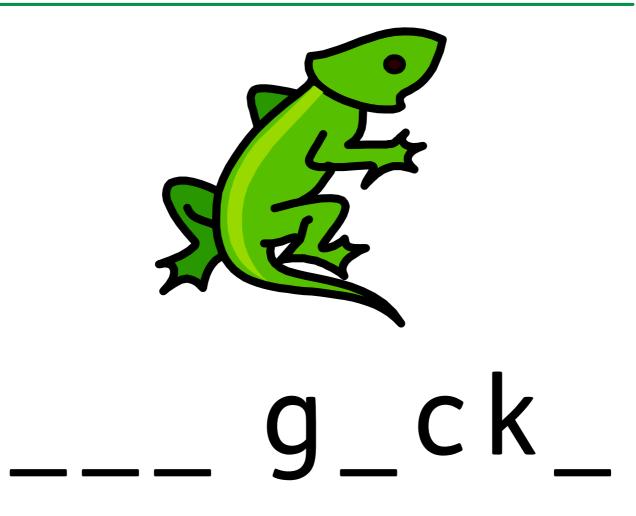


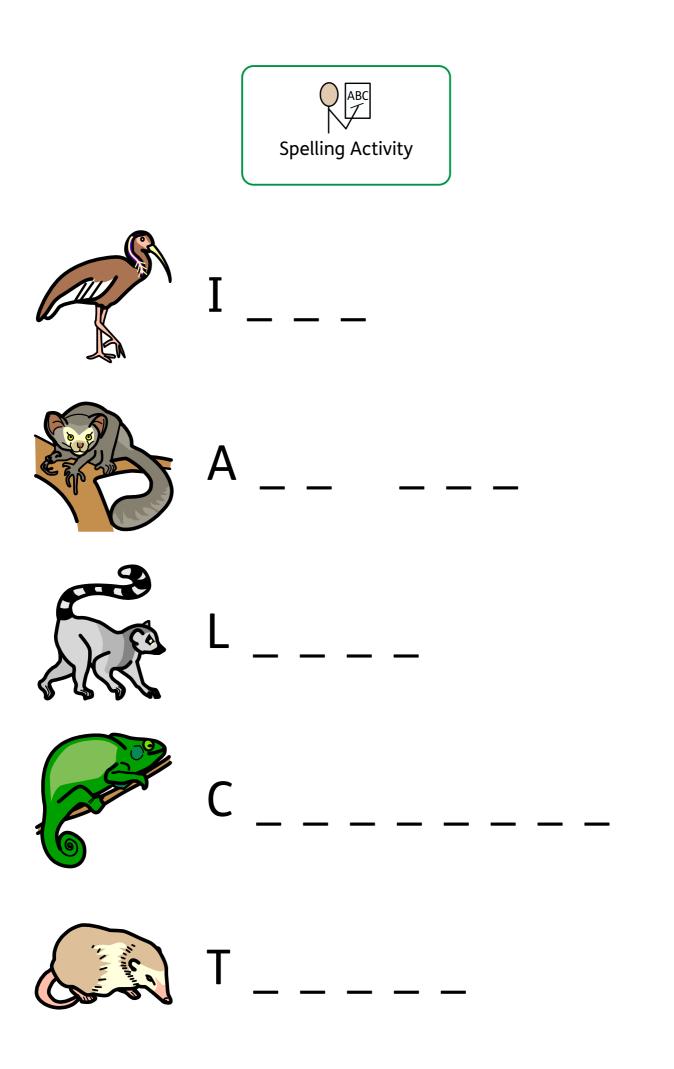




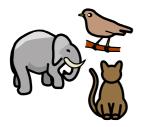


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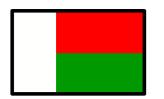


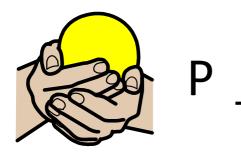


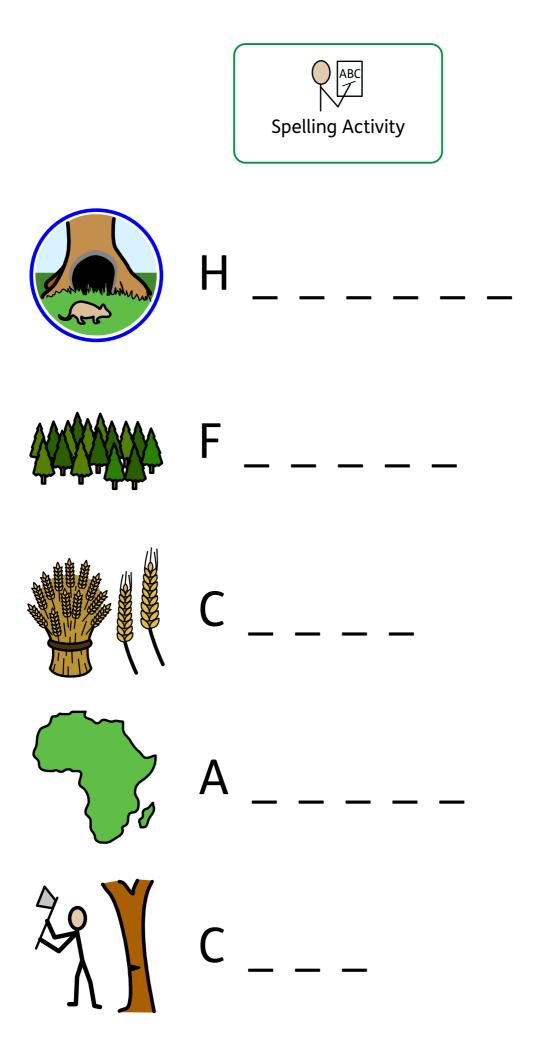


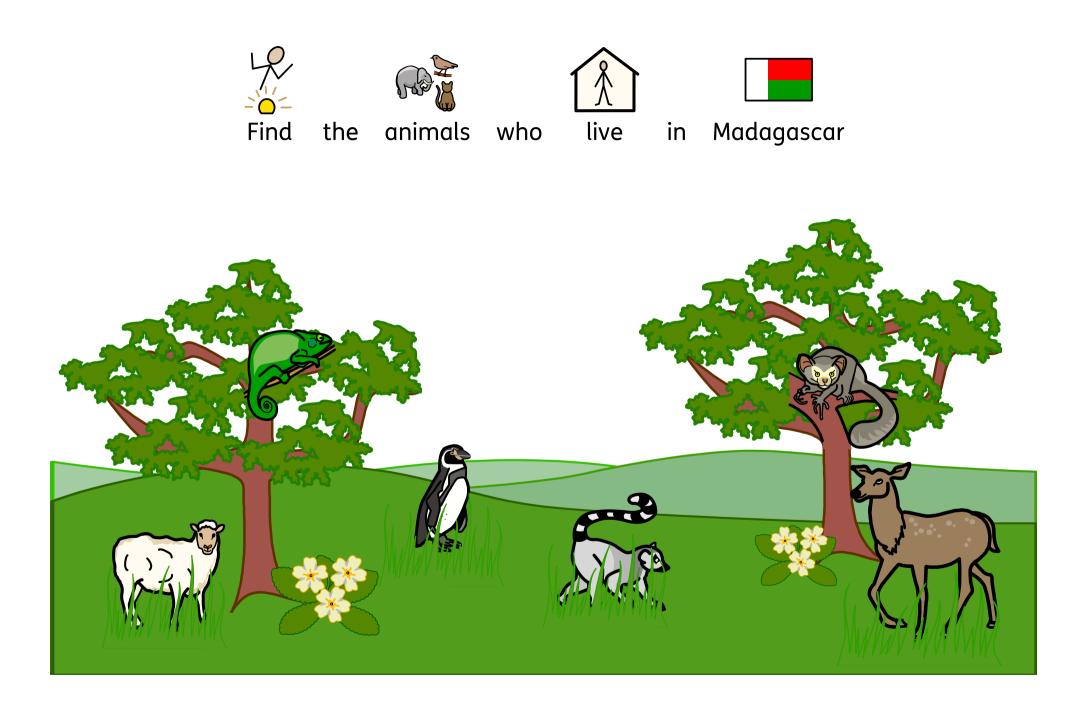


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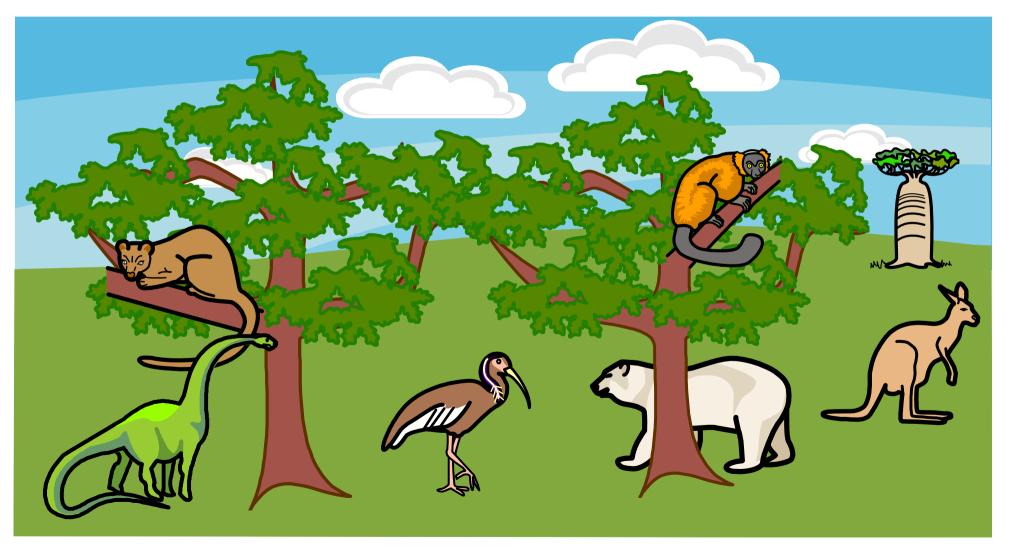


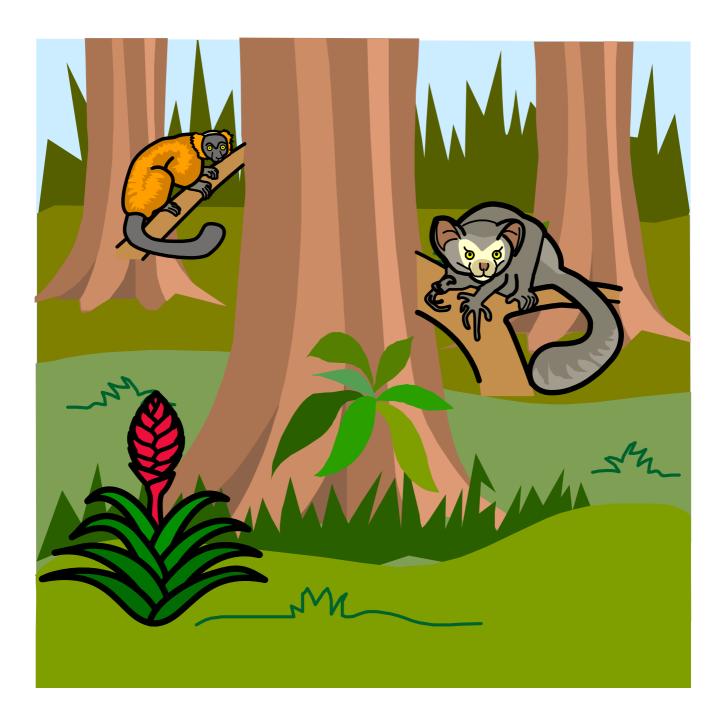






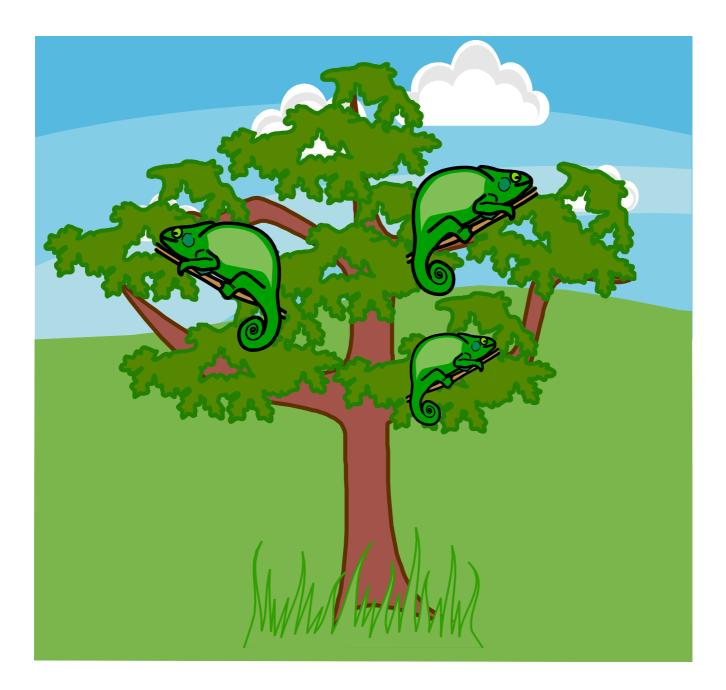


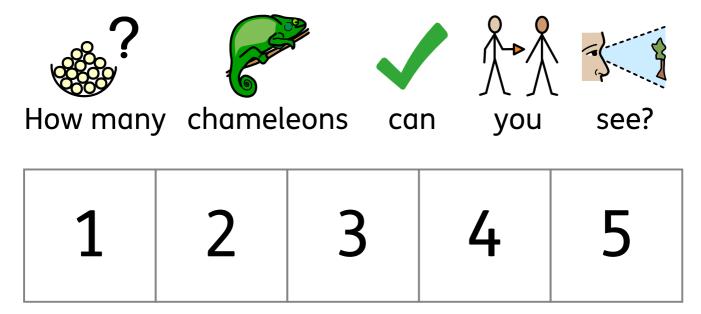


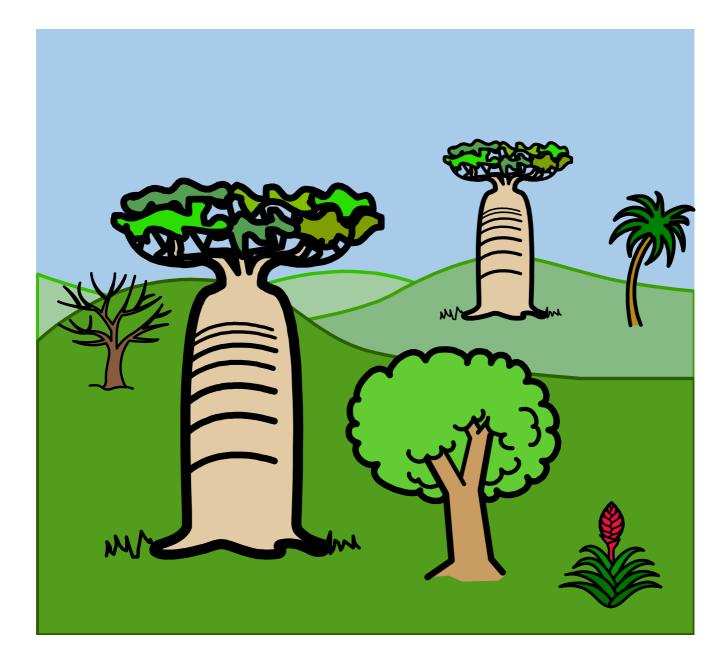


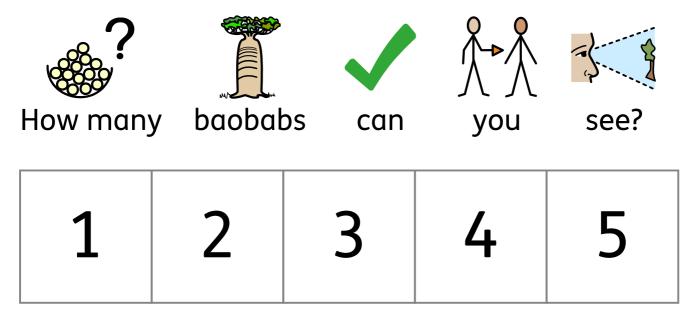


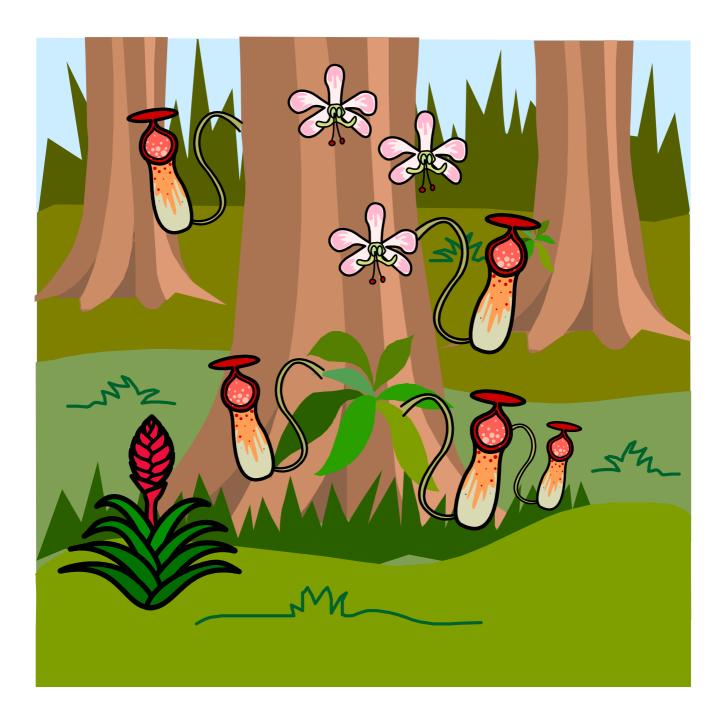
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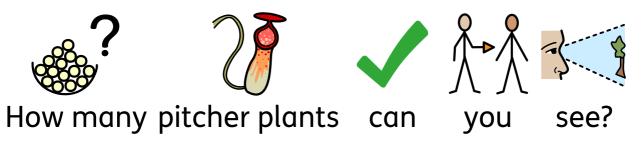


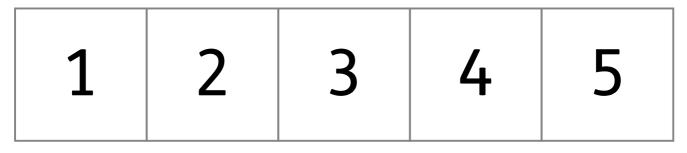


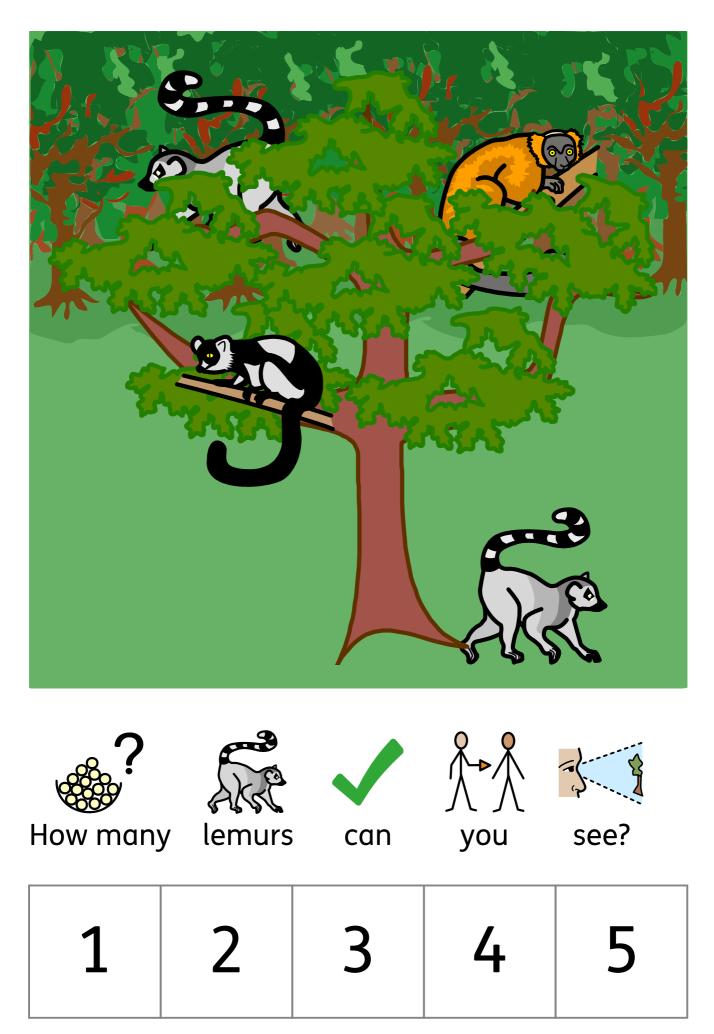


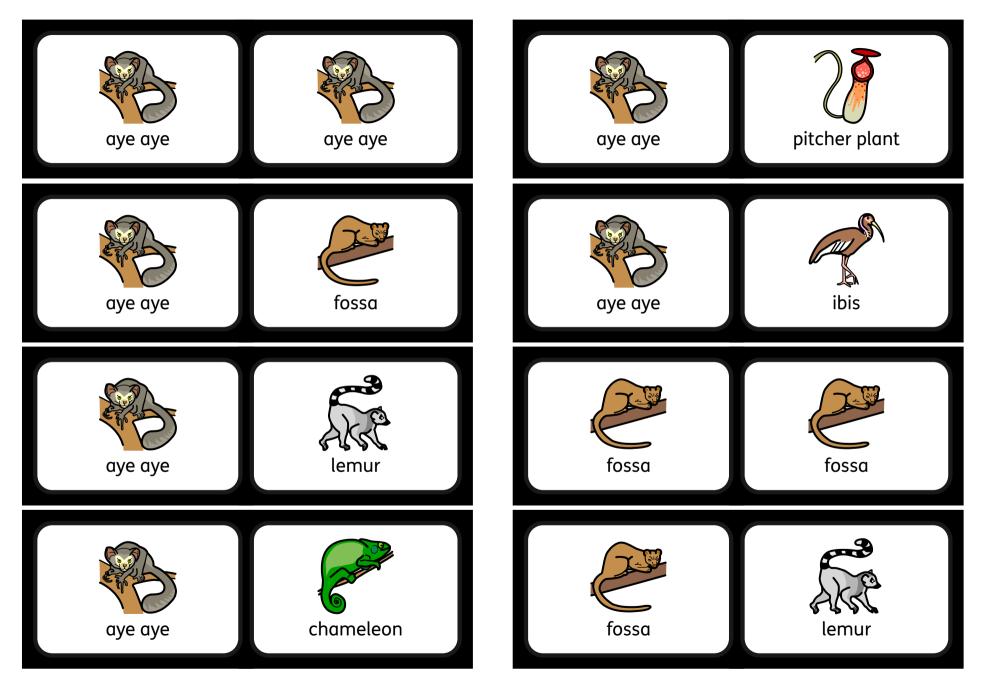






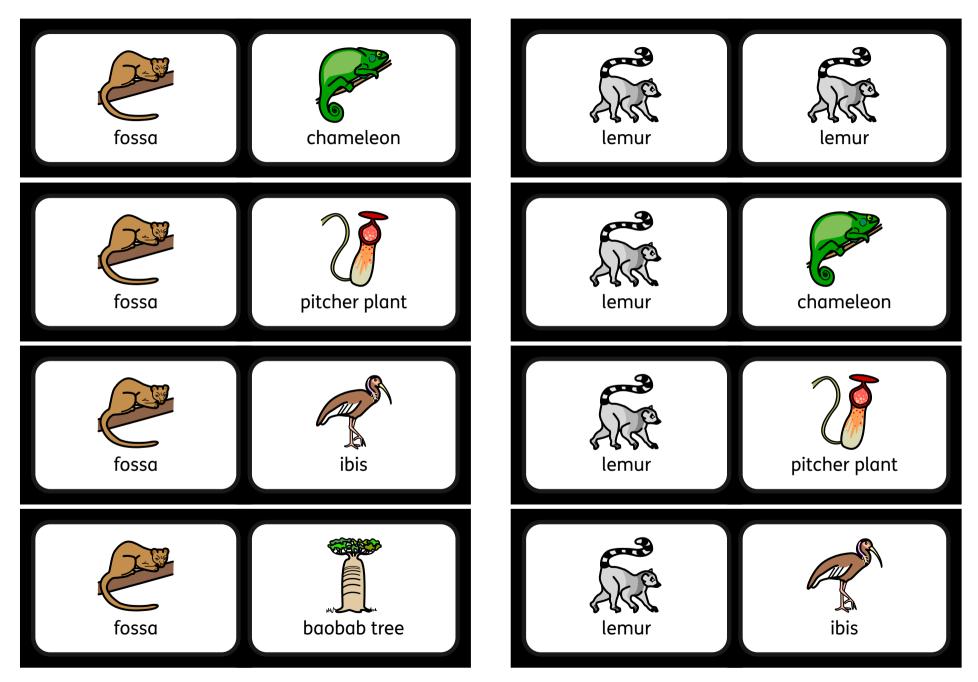






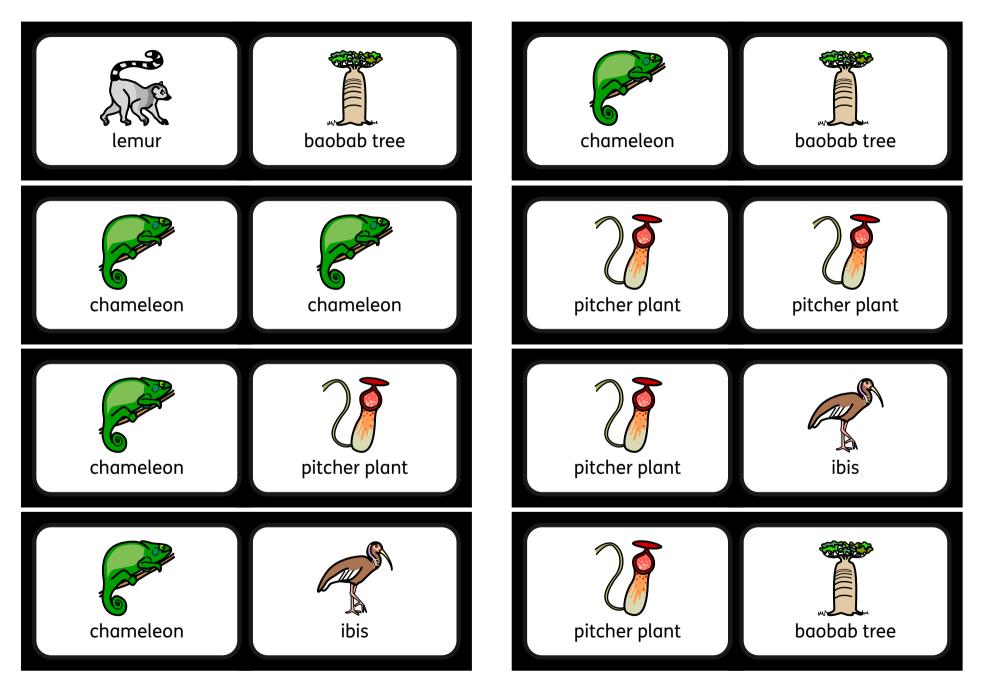
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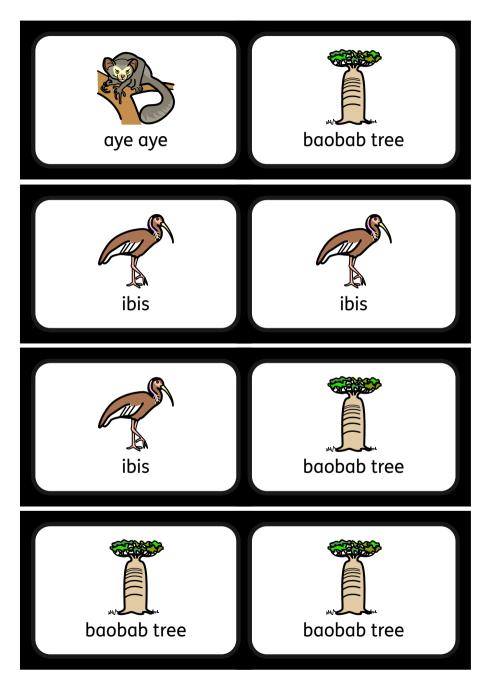
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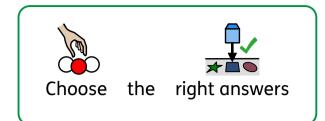
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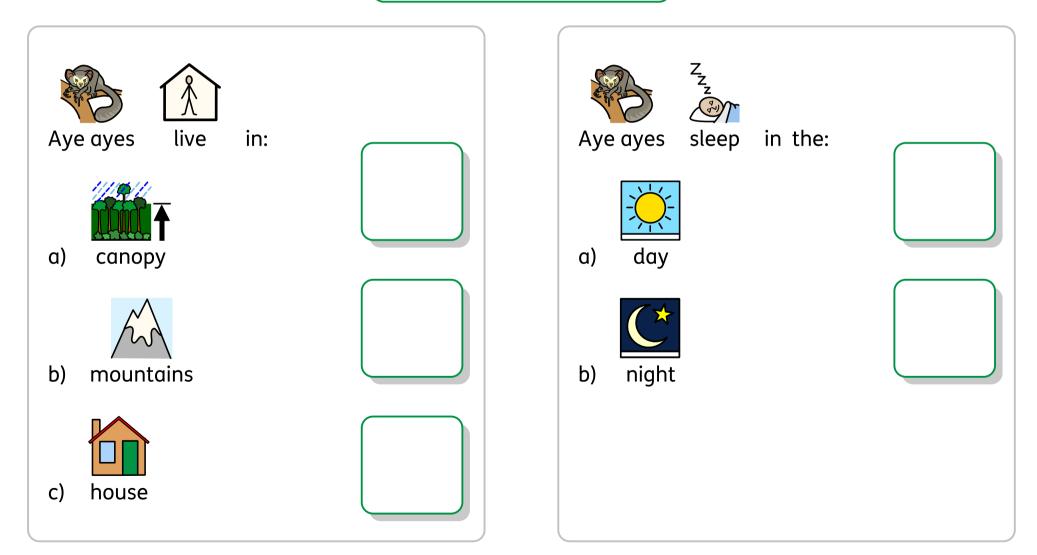


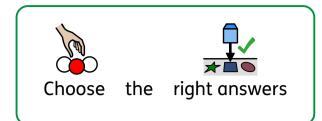
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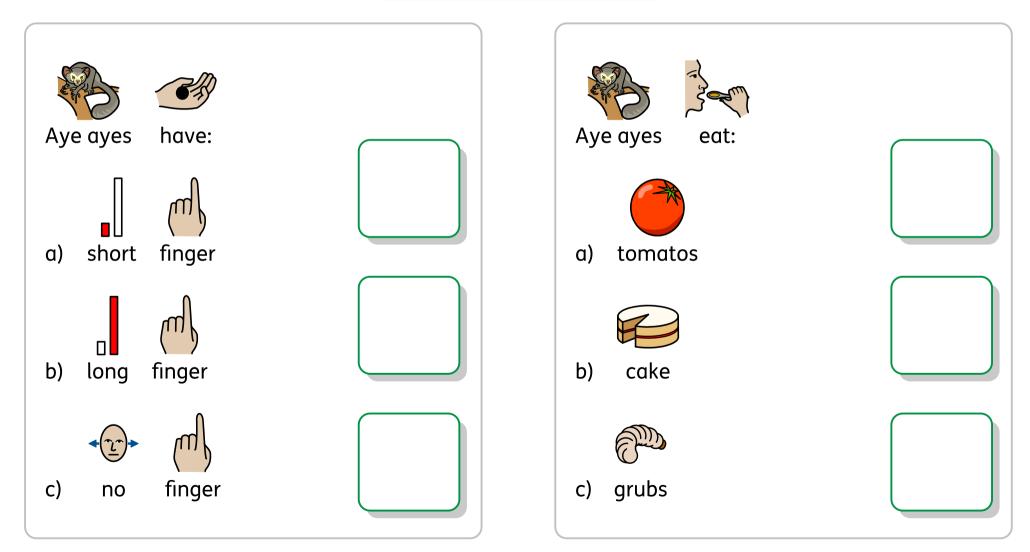
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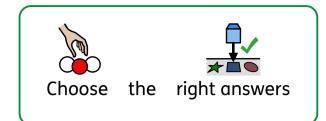


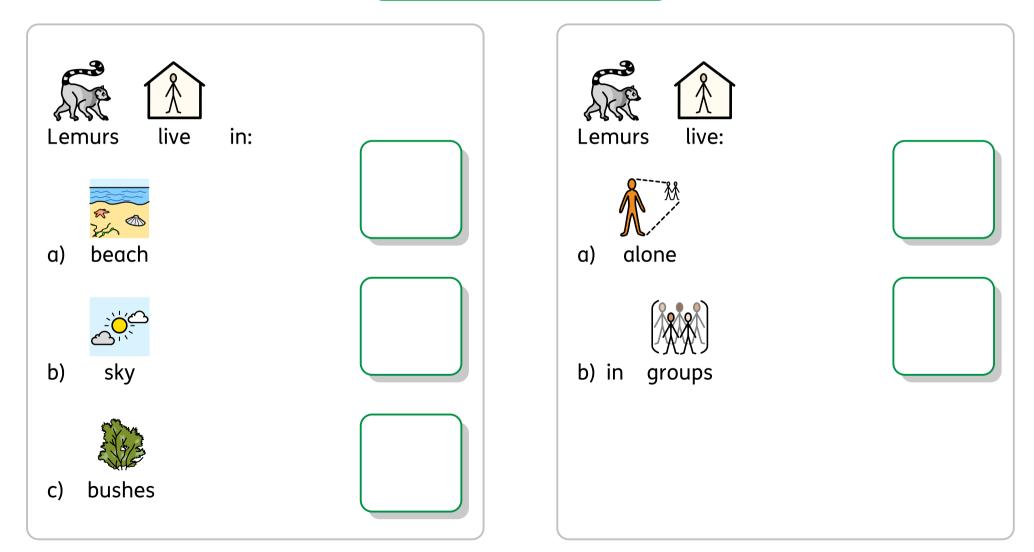


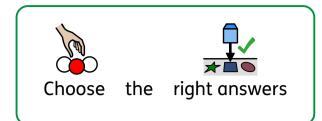


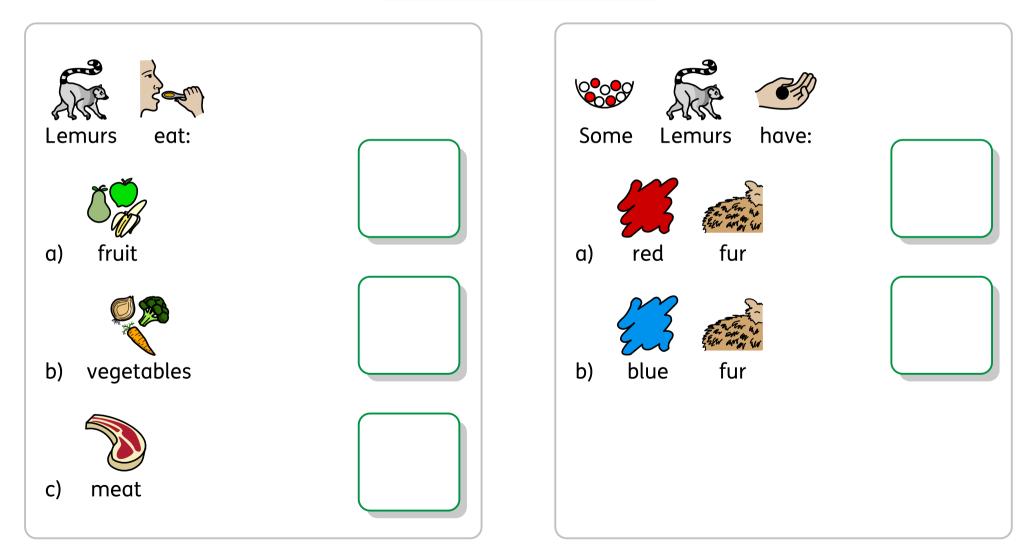


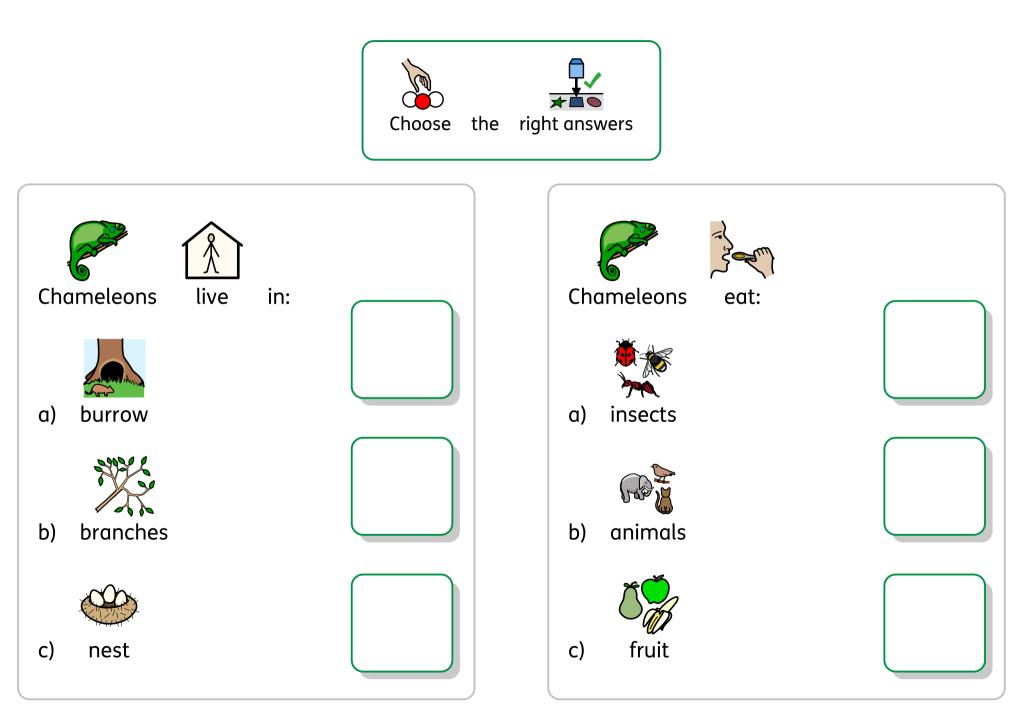


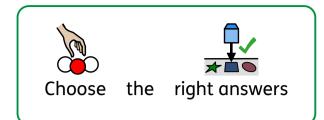


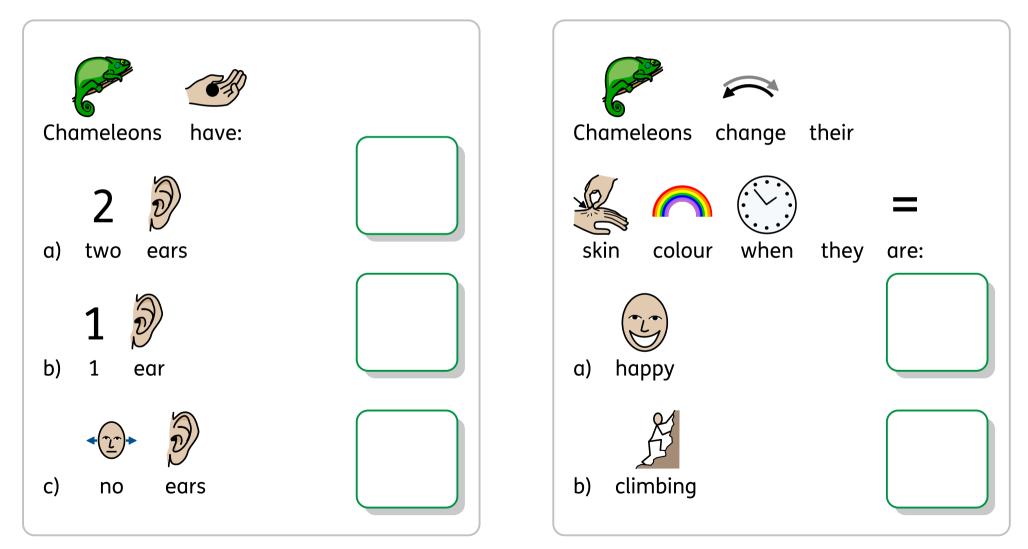


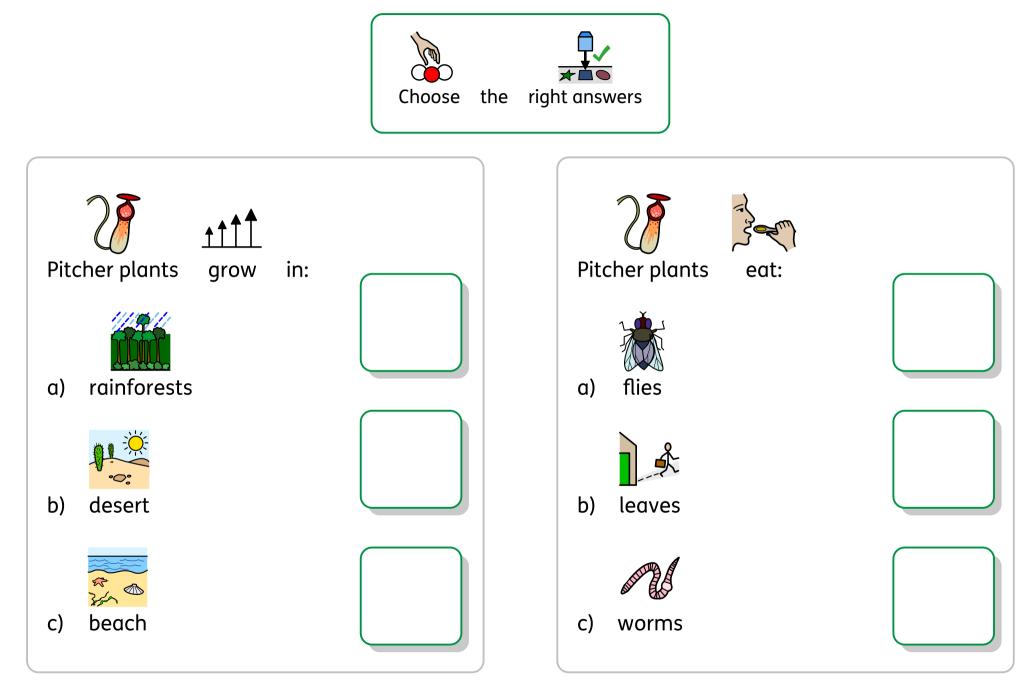


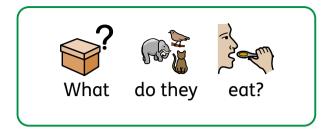


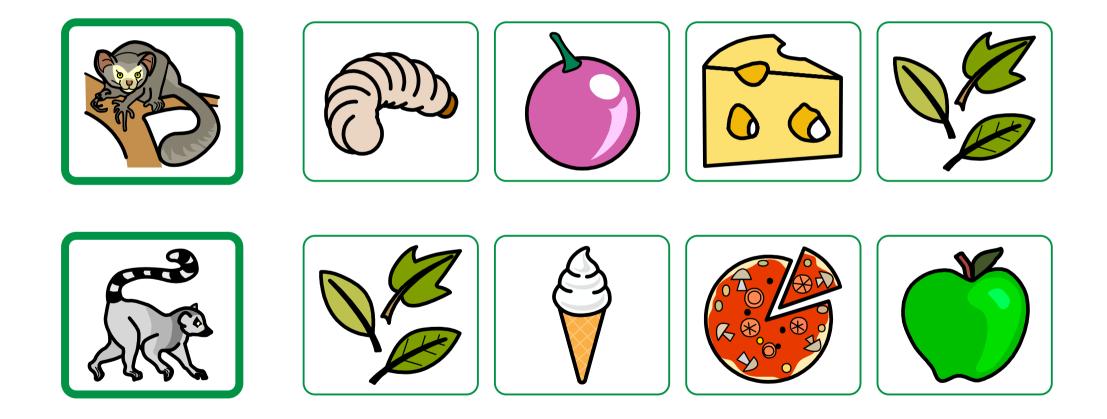


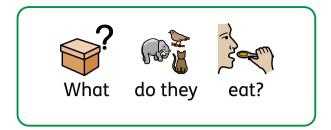


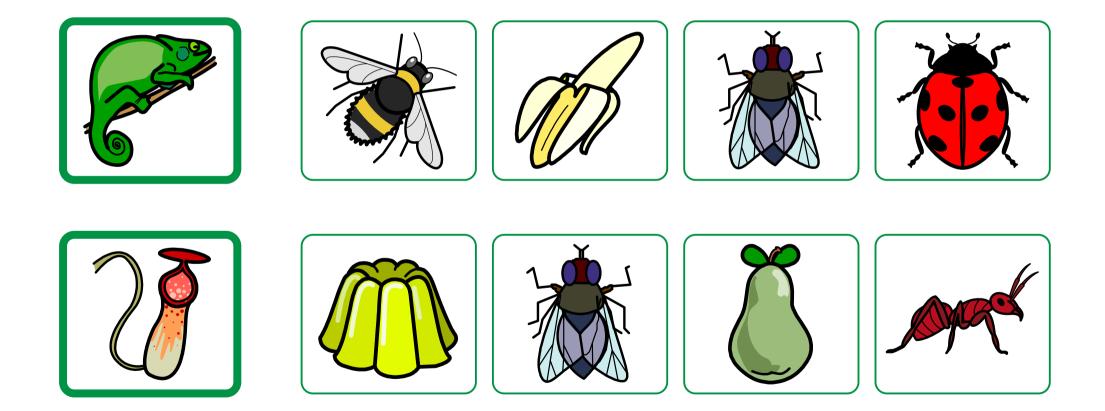


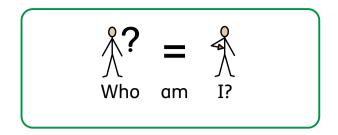










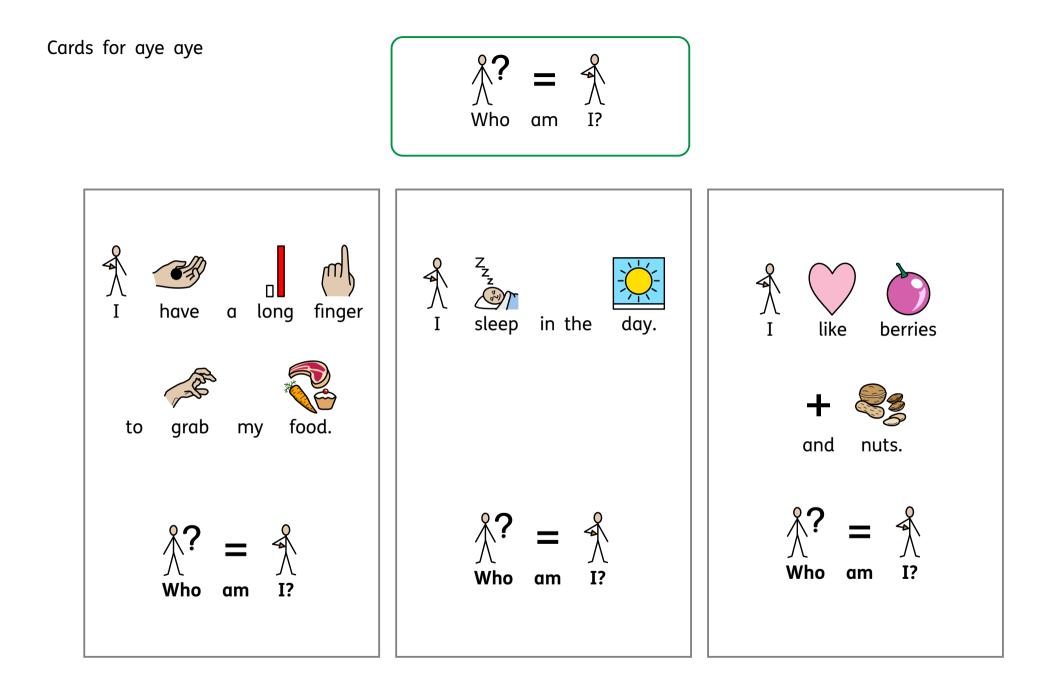


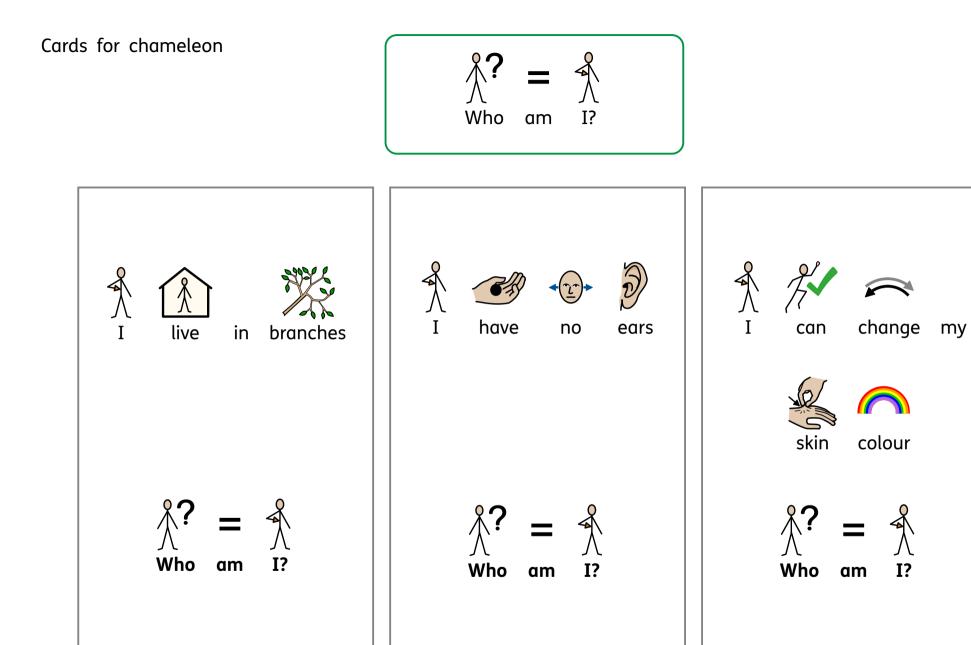
Instructions

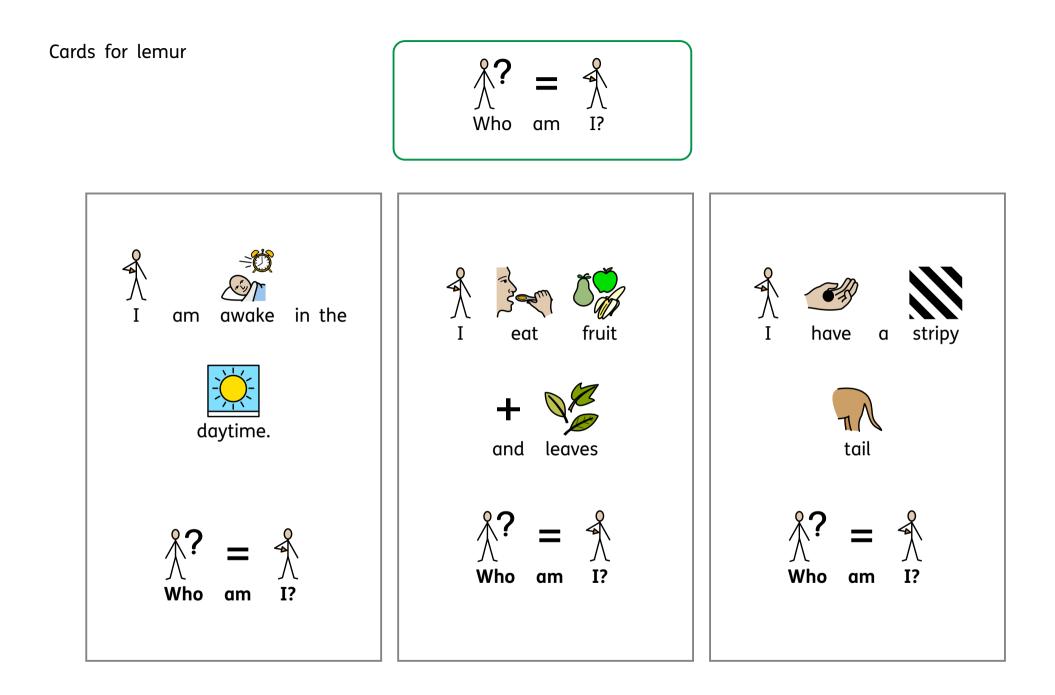
- 1. Shuffle the cards.
- 2. Choose who wants to begin.
- 3. Choose the first card from the pile and read it loud.
- 4. The first one who finds the answer, collect the card.
- 5. The winner is the person who has collected the most cards.

Put the animal cards out on the table as reminders or prompts for the answers.

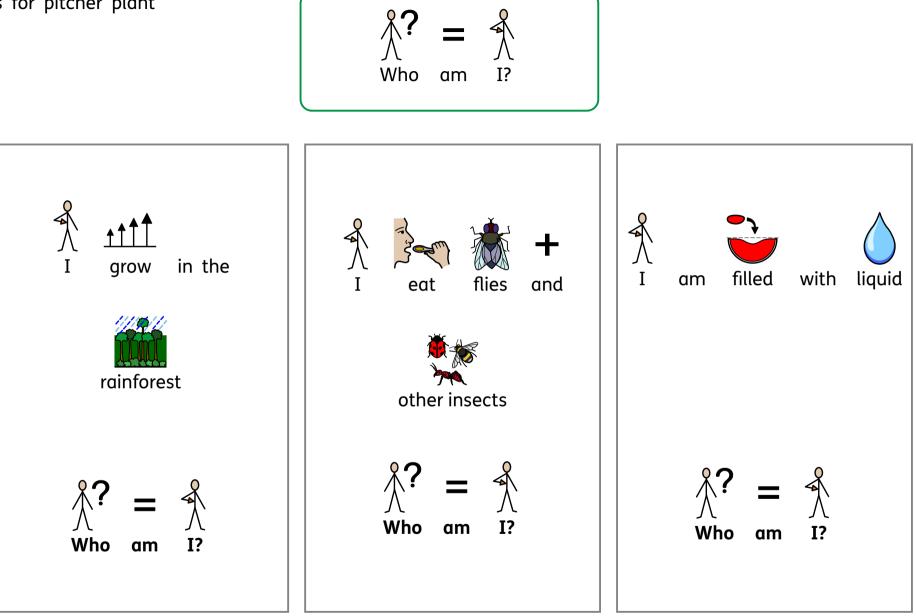
The additional cards can be used to make the game more interesting. As reward cards, or penalty cards like skip a go, return a card from you pile.

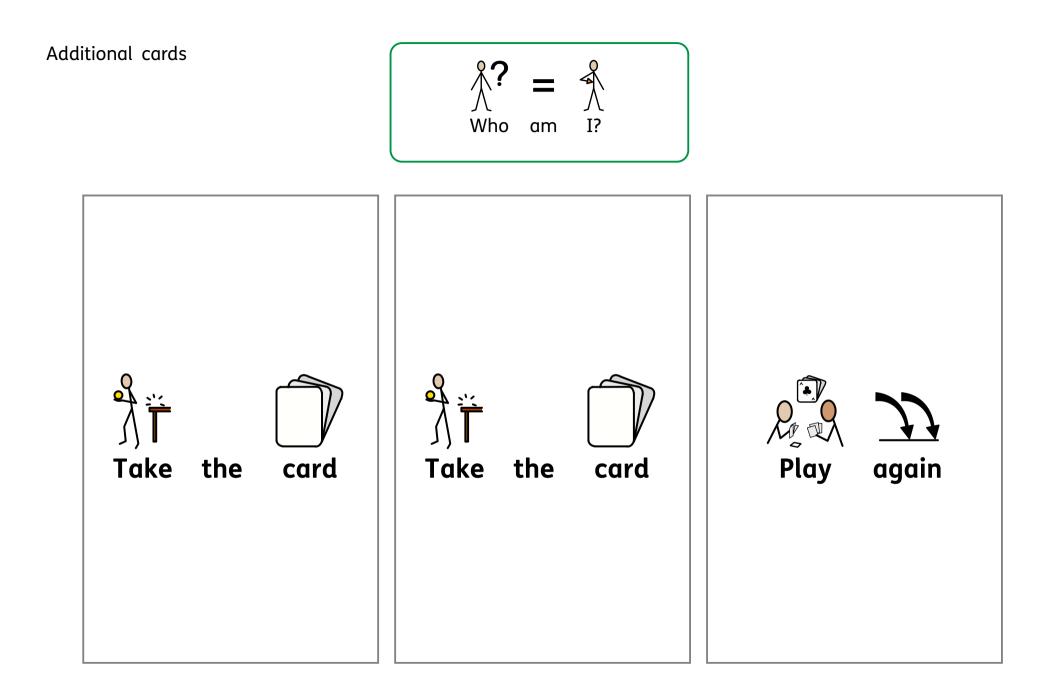


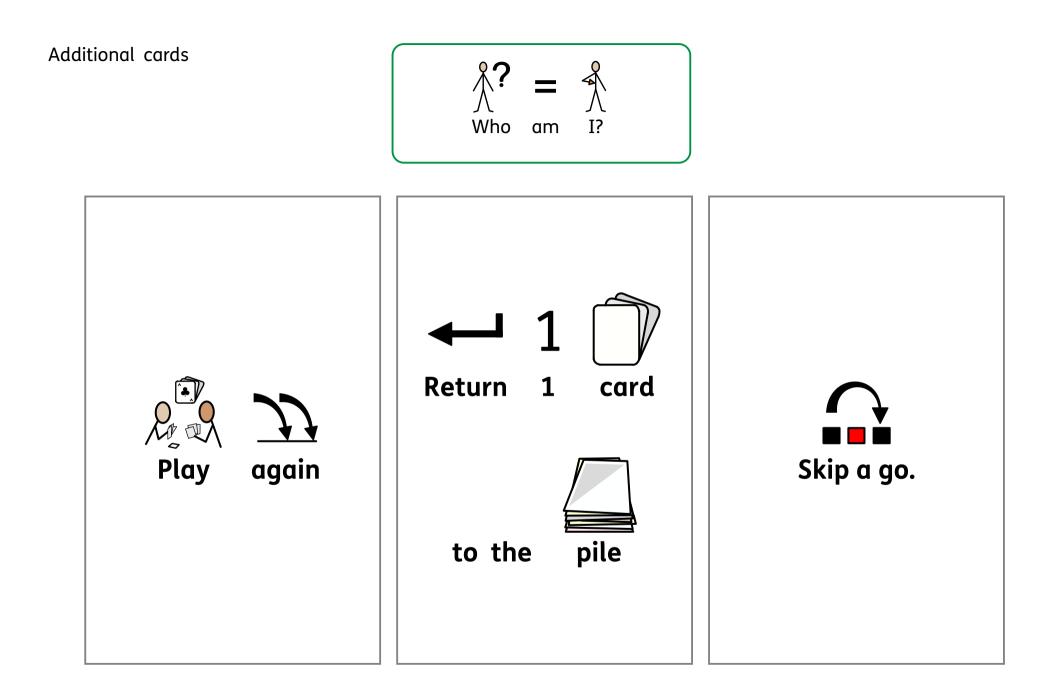


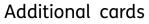


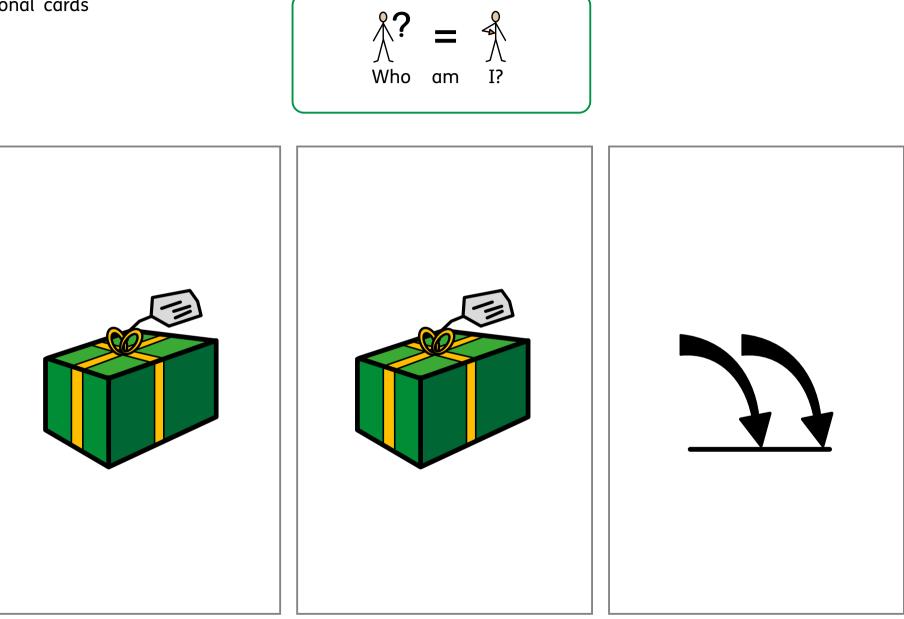
Cards for pitcher plant

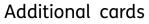


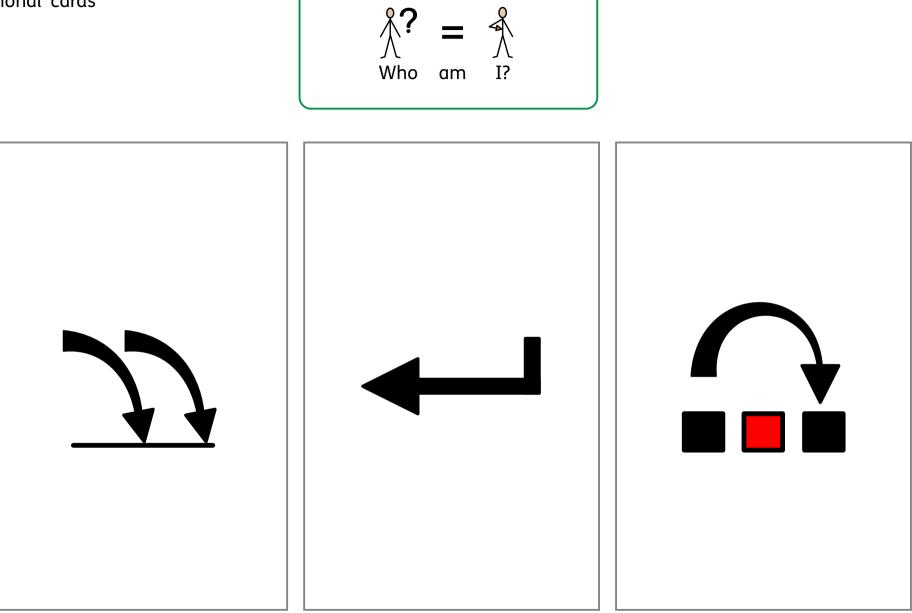


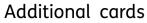


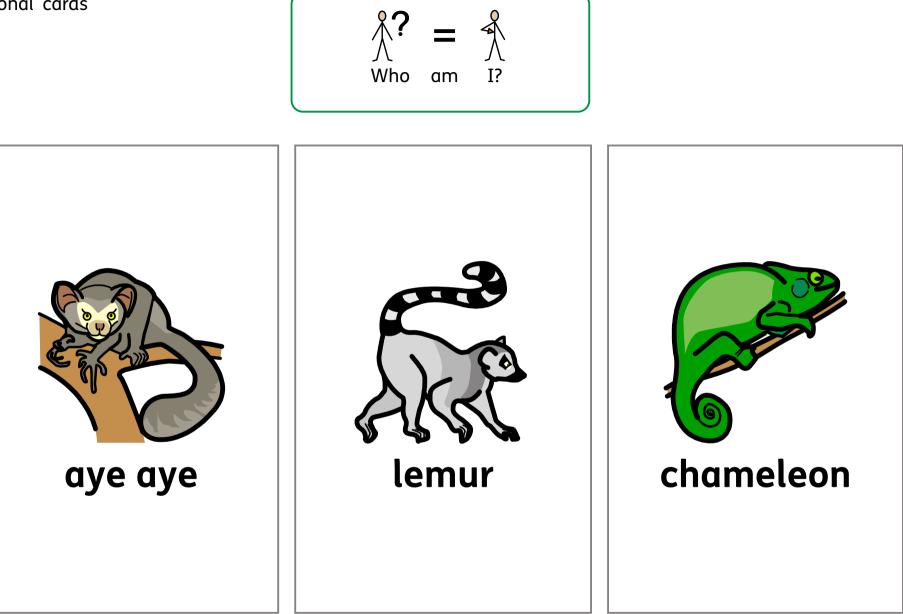




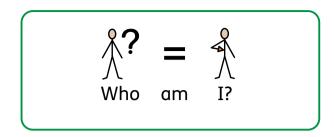


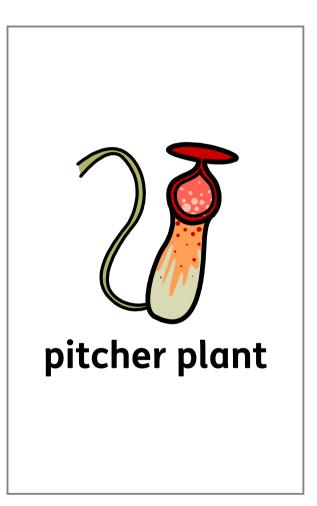




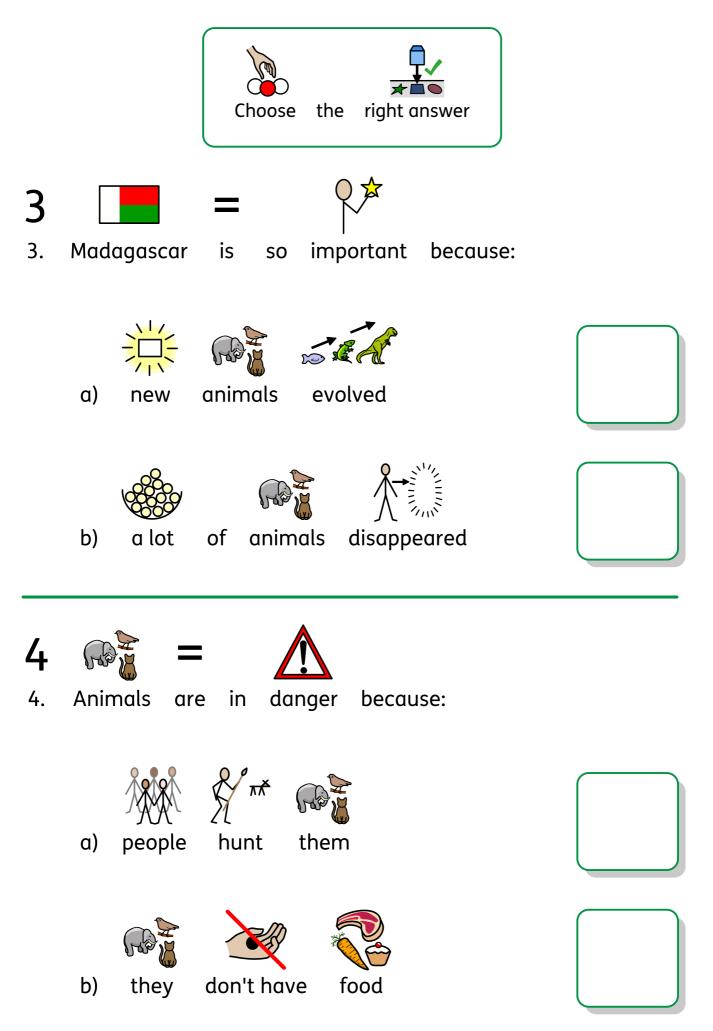


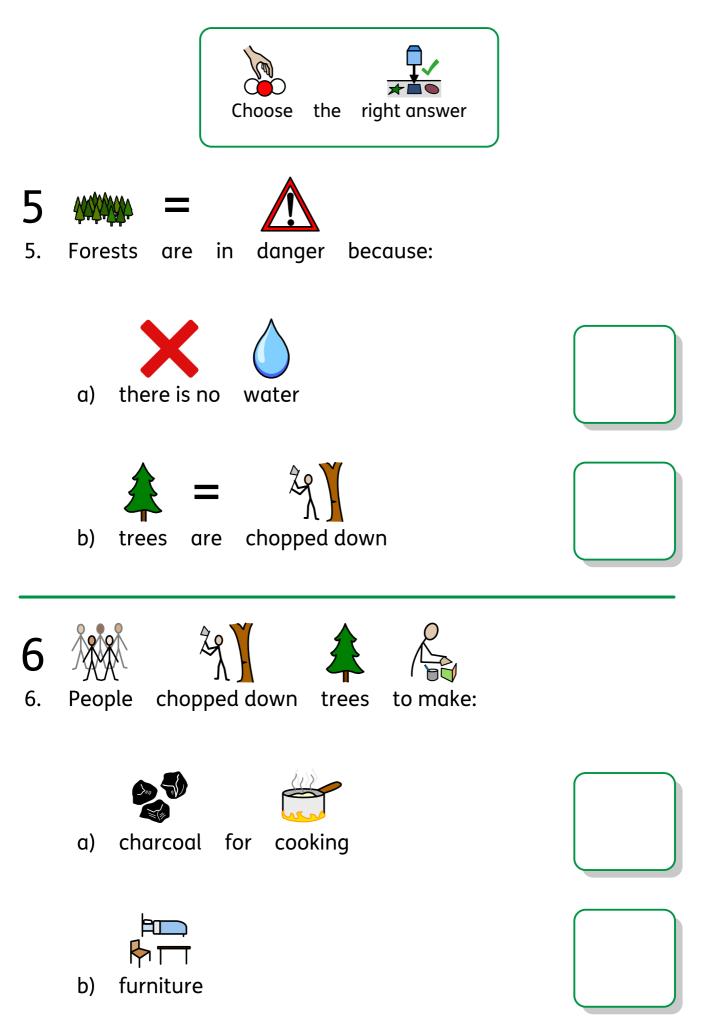
Additional cards

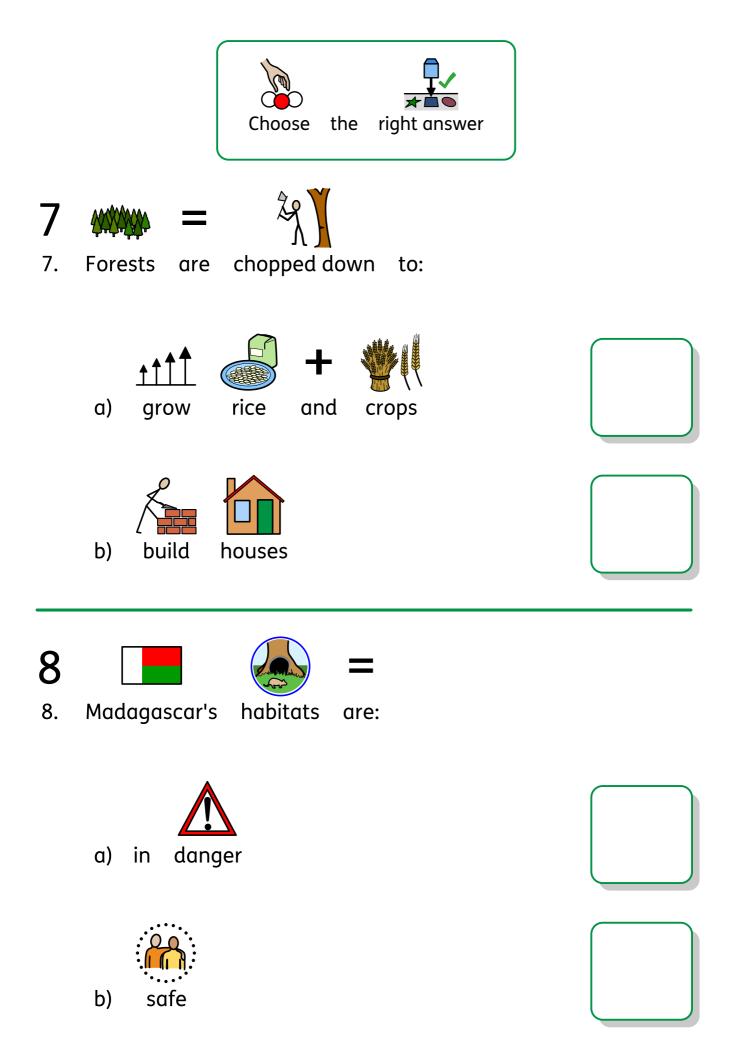




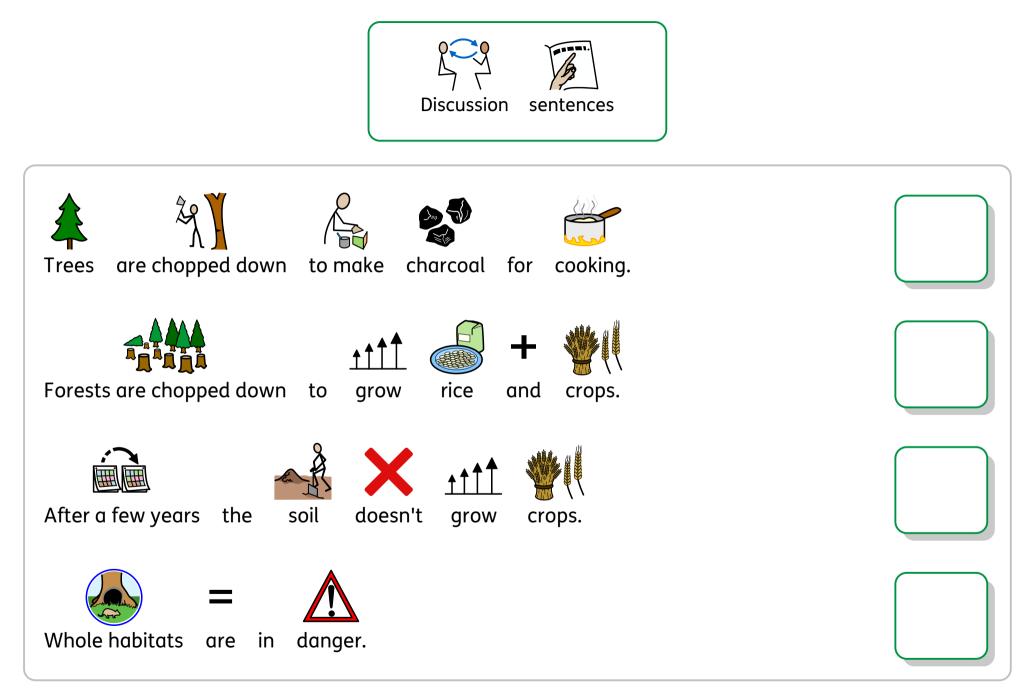
		Choose the right answer	
1 1.	Madagascar	is:	
	a) near	Africa	
	b) near	Australia	
2 2.	Madagascar	is:	
	a) in t	he Pacific Ocean.	
	b) in t	he Indian Ocean.	

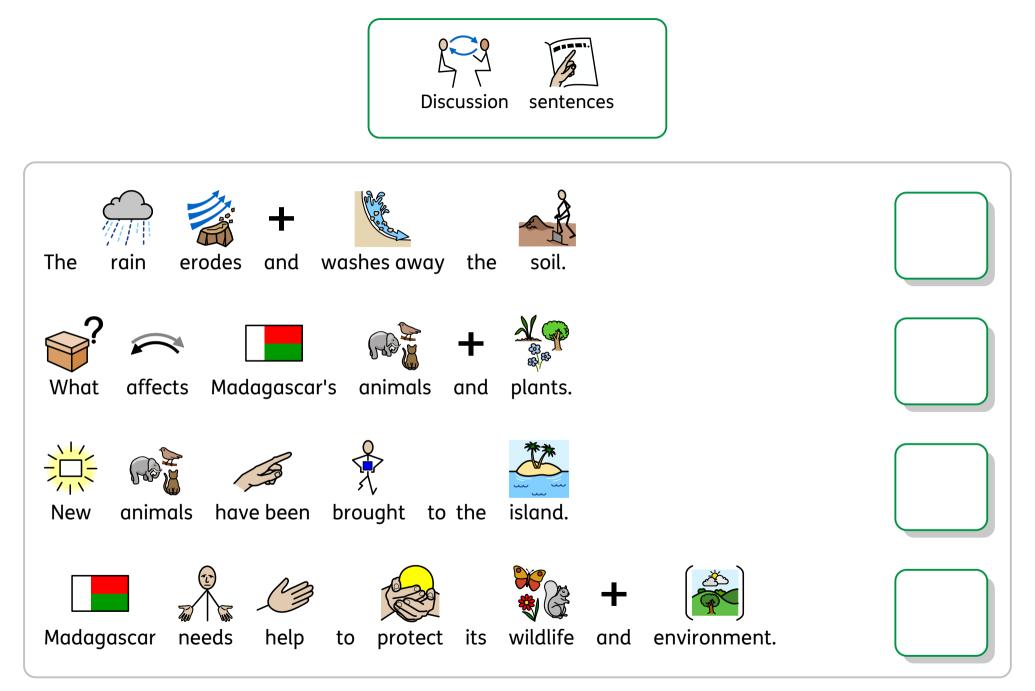






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