



# ANIMAL TRACK CARD GAME

Match animals to their tracks to win the game!

## Episode: "Follow Those Footprints" (11 min.)

On the trail of a runaway hamster, Nature Cat and his friends follow the traces that the hamster left behind in order to find the missing pet.

**Episode curriculum goal:** Animals leave traces behind, such as tracks or bits of food they eat. These traces give us clues about the animals and where to find them.

### Goal of the Activity:

Match animals to the tracks they make.



### The Basics:

**Number of children:** 2 - 5 children

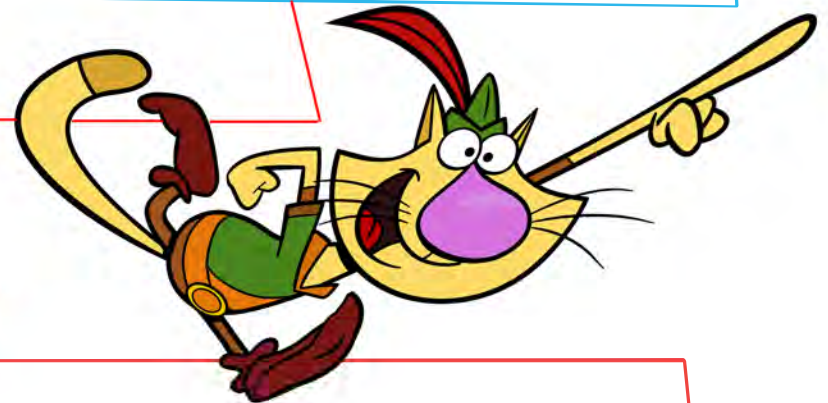
**Space:** Table and chairs or open floor space

**Time:** Approx. 15-20 minutes



### What You'll Need:

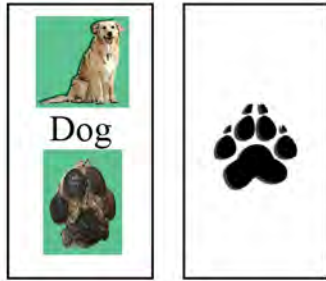
- Printable deck of animal cards and animal track cards
- Printable animal track chart
- Envelope or bag to hold cards when not playing the game



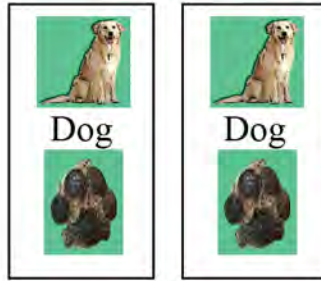
### Tally Ho! What to do:

- Deal four cards face down to each player.
- If any cards are left over, place them face down in a stack in the middle of the players to make a draw pile.
- All players check the cards in their hands. If there are any pairs of matching animal and animal track cards, put them face up on the table.

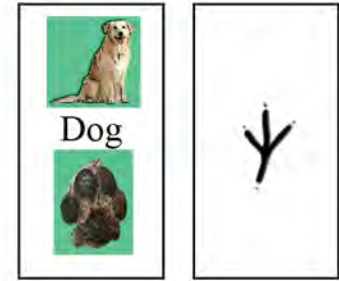
### This IS a Match



### This IS NOT a Match



### This IS NOT a Match



- Note that a pair is made from matching animal and animal track card, not two of the same card.
- Keep the animal track chart handy to check that the pairs match correctly.
- Players take turns. Each player can choose to either take a card from one of the other players without looking, or to take the top card from the draw pile. If the card makes a pair with one of the cards in his or her hand, the player puts the pair face up on the table.
- If a player runs out of cards, he or she takes one card from the draw pile. If there are no more cards in the draw pile, he or she waits until the next turn, then takes a card from another player.
- Continue playing until all of the pairs have been made. The player with the most pairs wins!

### Onward and Yonward! Take It Further:

**Things to talk about:** Compare the printable tracks to discuss how features of the tracks give clues about things the animals do. How do ducks' tracks give you a clue that ducks can swim? (They have webbed feet.) How do squirrels' feet help them climb trees? (They have claws to grip the tree's bark.)

**Things to do:** Take children outside to find real animal tracks. Or have children make footprints of their own in mud, snow, or dirt. How can they tell which footprints belong to each child? Whose footprints are biggest or smallest? Do the treads on everyone's shoes make different patterns?

### Look in a Book:

Make literacy connections by reading books about animal tracks with children:

- Posada, Mia. **Who Was Here? Discovering Wild Animal Tracks.** Millbrook Press, 2014.
- Dorros, Arthur. **Animal Tracks.** Scholastic, 1991.

























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Cut out these cards on the dotted lines to make a deck of 20 cards - 10 animal cards and 10 track cards.

 <p><b>Dog</b></p> 	 <p><b>Squirrel</b></p> 	 <p><b>Duck</b></p> 	 <p><b>Deer</b></p> 	 <p><b>Robin</b></p> 
 	 	 	 	 
 <p><b>Dog</b></p> 	 <p><b>Squirrel</b></p> 	 <p><b>Duck</b></p> 	 <p><b>Deer</b></p> 	 <p><b>Robin</b></p> 
 	 	 	 	 

## Animal Track Chart

Use this chart to check your pairs and make sure the animals match their tracks.

<b>Dog</b>			
<b>Squirrel</b>			
<b>Duck</b>			
<b>Deer</b>			
<b>Robin</b>	