



GET LEARNING



15 MINUTES



READY TO GO

NOAH'S ABC'S

PART OF THE NOAH THEMED PROGRAMME



▶▶ GETTING INTO THE ACTIVITY

This memory game requires a lot of brain power and a good knowledge of lots of different animal names.

Children should take it in turns to say 'When I went on Noah's Ark, I saw a...'. The first person should then say an animal beginning with an 'A'. For example - Alligator. The next person would then repeat what has been said and add a new animal on the end. The new animal should start with the next letter of the alphabet. In this case it would be B. So it might be, 'When I went on Noah's Ark, I saw an... alligator and a bear. The next person would add an animal beginning with C and so on. The aim of the game is to try and get all the way to the end of the alphabet, remembering all the animals in the list each time.

This game might require a bit of teamwork, with all the children helping each other to remember the list of animals. Children can help others by giving clues when someone forgets an animal. A good way of giving a clue could be by children making the noise or the action of the animal that has been forgotten.

✓✓ WHAT YOU'LL NEED

- No Equipment

! KEEPING EVERYONE SAFE

Some children may have better memories than others. Make sure to give lots of support and encouragement so all children can get involved with the game.