

# Pet- -pedia

52 multi-functional educational cards

The set comprises 6 types of cards.



**Pet** (1 point)

8 cards: Bird, Cat, Dog, Fish, Guinea Pig, Hamster, Rabbit, Terrapin



**Food** (2 points)

8 cards: Each shows the food that matches a Pet card



**Home** (2 points)

8 cards: Each shows a habitat that matches a Pet card



**Care** (3 points)

8 cards: Each shows the care that each Pet needs



**Action** (4 points)

8 cards: Each describes a positive action or habit



8 cards: Each describes an undesirable action or habit



**Wild cards** (5 points)

4 cards: Used for different purposes during a chosen game

Each game fulfils one or more of the following Learning Areas:

- Aesthetics and Creative Expression (ACE)
- Discovery of the World (DOW)
- Language and Literacy (LL)
- Motor Skills Development (MSD)
- Numeracy (NUM)
- Social and Emotional Development (SED)

1

## Get to Know Me

**Learning areas:** DOW, MSD, NUM

**Aim:** To introduce types of pets, pet care, pet foods, suitable pet habitats and pet ownership habits

**Challenge level:** 1

**Number of players:** 3–12

**Equipment:** Deck — Remove the Wild cards. For three players, combine four cards each from three types of cards for a total of 12 cards, e.g. four Pet cards, four Food cards, four Home cards. For each additional player, increase the number of cards in play by four cards of one type, e.g. by adding four Care cards, four Action cards or four more Pet cards to the earlier deck for 3 players.

## How to play:

1. Shuffle the deck and deal out all selected cards. Players look at their hand but do not reveal it to others. Each player chooses a card to discard, and passes this card to the player on the right while receiving a card from the left.
2. Players continue doing this as fast as they can.
3. To win, the first player who collects four cards of the same type must stand up quickly and call out the card type, e.g. Home, in their hand.
4. The rest of the players continue with the game. Break any ties with a round of scissors-paper-stone. The last player to collect four cards of the same type performs a forfeit.

## 2

### Simon Says

**Learning areas:** ACE, DOW, MSD

**Aim:** To introduce types of pets, pet care, pet foods, suitable pet habitats and pet ownership habits

**Challenge level:** 1–2

**Number of players:** 8–48

**Equipment:** All cards, music player, music, chairs

**How to play:** (Can be played outdoors)

1. Arrange as many chairs as there are players in a large circle with seats facing outwards.

2. Shuffle the deck and deal one card to each player.
3. At the start of each round, call out a card type. To play at Level 2, call out two or more card types.
4. Players holding the card type must stand up. Remove one empty chair. Let players know that music is about to be played, and when the music is playing, those who are standing must move around the chairs while acting out a specific animal movement, e.g. hop like a rabbit, or crawl like a terrapin. Inform players that when the music is turned off, they must find a seat quickly and sit down. Any player left standing is out of the game and has to perform a forfeit.
5. Remove an empty chair before turning the music on again. With larger groups, a few chairs can be removed together.
6. End the game at any time, or when a single chair is left for two players.

**3**

### **Happy Pet!**

**Learning areas:** DOW, LL, SED

**Aim:** To highlight good pet care, i.e. by providing suitable pet food and pet care, and a safe and

comfortable habitat

**Challenge level:** 2–3

**Number of players:** 3–8

**Equipment needed:** Deck — Remove the Wild and Action cards. Organise 4 cards for each pet comprising its corresponding Pet, Food, Home and Care cards. For three players, organise three sets. To play at Level 3, put in more sets than there are players, and/or add the Wild cards which can be substituted for any card in a given set.

**How to play:**

1. Shuffle the deck and deal the cards. Players look at their hand but do not reveal it to others. Give players some time to identify the cards they need to complete the set of 4 cards for a Pet. Guide players to group their cards by sets. If players have any complete sets in their hand at this point, they are not counted.
2. Players take turns to ask another player for the card they need in exchange for a card they do not need.
3. The chosen player must hand the requested card over if s/he has it. If Wild cards are in play, players cannot ask for them.
4. For each successful request, a player takes another turn by asking the same or a different player for another card. A player's turn ends

when a request is unsuccessful.

5. Players must call out 'Happy Pet!' and reveal their set each time they form one. If they forget to call out 'Happy Pet!', they have to skip a turn. The player who completes a set first, or who has the highest number of sets, is the winner.

## 4

### Pair Me Up

**Learning areas:** ACE, DOW, SED

**Aim:** To introduce the types of pets and how they behave

**Challenge level:** 1–2

**Number of players:** 6–16

**Equipment needed:** Deck — Remove the Wild and Action cards. Organise 2 cards for each pet comprising the Pet card and a corresponding Food, Home or Care card.

**How to play:**

1. Players form two teams, each with at least six members.
2. Half the members of each team gets a Pet card each. They represent the pet on the cards. The other members each receives the corresponding Food, Home or Care card. Players look at their hand but do not reveal it to others.

3. All 'Pet' players concurrently act out the non-vocal behaviours of the pet they represent to their team.
4. Other players in the team guess who their Pet is, walk up to the 'Pet' and offer his/her Food, Home or Care card.
5. The team that finishes pairing up all the Pets correctly first wins.

**Note:** The game can be played over a few rounds by distributing different Food, Home and Care cards. Those with the Pet card must act out a different non-vocal behaviour each time.

**Tip:** Between rounds, to reinforce learning, teachers can reiterate and discuss the various non-vocal behaviours that were acted out.

## 5

### Pet Solitaire

**Learning areas:** DOW, NUM, SED

**Aim:** To encourage recall of pets' needs

**Challenge level:** 1–4

**Number of players:** 2 onwards

**Equipment needed:** Deck — Sort the cards into the different types. Place Pet cards face up in one row. Shuffle the remaining cards, placing them face down in a separate pile. For Level 1 play, use one card type to make up the deck. To play at Level 2,

use two or more types. To play at Level 3, also use Wild cards. To play at Level 4, introduce a points system as well as the Action cards.

### **How to play:**

1. Each player/team representative takes turns to draw a card from the deck and match it with the correct pet. If playing at Level 3, a Wild card can be substituted for a Food, Home or Care card. If playing at Level 4, the player/team can keep an Action card to either add (for Thumbs Up cards) or deduct (for Thumbs Down cards) four points from the tally at the end. If an incorrect match is made, the turn is forfeited.
2. The game ends when a player/team correctly puts down the final card needed to complete a given set. The overall winner is the player/team with more sets. If playing at Level 4, the winner is the one with the most points.

## **6**

### **Can You Remember What I Need?**

**Learning areas:** DOW, NUM,

**Aim:** To encourage recall of pets' needs

**Challenge level:** 2–3

**Number of players:** 3–8

**Equipment needed:** Deck — Remove the Action and Wild cards. Put aside the Pet cards and place



them face down. Shuffle the remaining cards and place them face down in rows of four. To play at Level 2, use only two card types, e.g. Food and Home, or Care and Food. To play at Level 3, use all three card types.

### **How to play:**

1. Each player draws a Pet card.
2. During each turn, a player flips over a card to try to find the corresponding cards to their Pet. If playing at Level 2, each player flips over two cards per turn. If playing at Level 3, each player flips over three cards per turn.
3. Players put back each card face down if it does not belong with the Pet.
4. Once a set has been completed, players draw a new Pet card and continue playing.
5. Depending on the number of players, the winner can be either the one who completes the highest number of sets, or the one who takes the shortest amount of time to complete a set.

**7**

### **Connect Me!**

**Learning areas:** DOW, LL, SED

**Aim:** To test and recall knowledge on pet ownership

## **Challenge level:** 3

**Number of players:** 6 onwards

**Equipment needed:** Markers (two different colours), whiteboard and deck — Sort the cards into the different types. Set aside the Wild cards. List all cards in play on the whiteboard to strike them off as they are 'claimed'.

**Tip:** Use fewer card types for more focused game play.

## **How to play:**

1. Before playing, consider going through the information on the cards with the children again.
2. Assign a card master to be in charge of each card type. The other players form two or more teams, each with the same number of players. Each team takes turns to send one player to any card master.
3. The player says the relevant information out loud in exchange for the corresponding card. Cross out this card on the whiteboard so that players know which cards remain and can try to recall the required information. Write down the number of points earned on the whiteboard, based on the points accorded to each card type.
4. To earn a Wild card, players must share

information on pet care not found on any of the cards.

5. The game ends when cards run out or after a set time frame. Tally the points earned by each team. The team with the most points wins.

## 8

### Pet Dash!

**Learning areas:** DOW, LL, MSD, NUM

**Aim:** To test and recall knowledge on pet ownership

**Challenge level:** 2–3

**Number of players:** 8–24

**Equipment needed:** Question sheet, two baskets and deck — Determine which questions to ask the children from the question sheet. For each question, take a card that has the corresponding number of points and put it in the deck. Shuffle the deck.

**Note:** A question with higher points is more difficult.

**Tip:** Half an hour outdoors may only allow time for 15 or fewer questions.

**How to play:** (Outdoor play)

1. Players form two lines, each representing one team.
2. Set up a basket for each team some distance

away. Decide which team will start first with a round of scissors-paper-stone between the players at the front of the line.

3. Fan out the cards and ask the starting player to pick one. Read out the corresponding question to this player.
4. If the question is answered correctly, the player claims the card and goes to the team's basket to deposit the card. S/He then re-joins the team at the back of the line. If the question is answered incorrectly, the player moves to the back of the line and the other team gets a chance to answer it.
5. When the game ends, count aloud with the teams to tally the points. The team with the most points wins.

## Question sheet for Game 8

Accept all reasonable answers. Answers are either in the card descriptions or can be inferred from the images and prior exposure that the children are likely to have.

**Tip:** Go through the cards (and other resources) with the children to refresh their memory.

### **Pet** (1 point each)

1. Which pet wags its tail when it is happy?  
Ans: Dog
2. What is a dog's lifespan? Ans: 10–13 years
3. What does it mean when a cat rubs its cheeks on your legs? Ans: They are friendly.
4. How long can a cat live? Ans: 12–15 years
5. Which pet is covered in scales? Ans: Fish
6. What may a fish do when it is scared? Ans: Hide
7. What sounds do hamsters make? Ans: Squeak
8. Are hamsters active at night? Ans: Yes
9. What sounds do guinea pigs make?  
Ans: Wheek
10. What does a guinea pig do when it is happy?  
Ans: 'Popcorn' / jump up and down
11. Which pet is covered in feathers? Ans: Bird
12. What do birds do when they are happy?  
Ans: Sing, dance, talk, bob its head, whistle
13. Which pet has long ears that stand upright or

flop down? Ans: Rabbit

14. What does a rabbit do when it is relaxed?

Ans: It stretches its legs out.

15. Which pet can live up to 40 years?

Ans: Terrapin

16. What does a terrapin do when it is excited?

Ans: It splashes around in the water.



## **Food** (2 points each)

1. What food will make dogs sick?

Ans: Chocolate, grapes, nuts

2. What treats can you occasionally give a dog?

Ans: Dog biscuits

3. What do cats mainly eat? Ans: Meat

4. Will drinking cow's milk make cats sick?

Ans: Yes

5. How often should pet fish be fed?

Ans: Once daily

6. What do you have to do with the uneaten food in a fish tank? Ans: Scoop it out

7. Should you feed hamsters seeds, nuts and fruits all the time? Ans: No

8. What do hamsters have to eat every day?

Ans: Pellets and vegetables

9. What foods do guinea pigs like to eat?

Ans: Hay, pellets, vegetables, fruits as occasional treats

10. What do guinea pigs eat the most? Ans: Hay
11. What do pet birds eat? Ans: Pellets, grains and seeds, fresh fruits, insects
12. Do all birds eat the same food? Ans: No
13. Do rabbits only eat carrots? Ans: No
14. What is a rabbit's most important food?  
Ans: Hay
15. Why does the terrapin's food need to be wet?  
Ans: It does not have saliva in its mouth.
16. What does a terrapin like to eat?  
Ans: Pellets and plants

## **Home** (2 points each)

1. What are some things that a dog will need?  
Ans: Dog bed, blanket, chew toy, food and water bowl
2. Where would be a good place for a dog to rest and relax?  
Ans: Somewhere quiet and comfortable
3. Why do cats need a scratching post? Ans: To mark territory, groom nails, stretch muscles
4. What should you do to prevent your cat from jumping out of windows and injuring itself?  
Ans: Put mesh on the windows
5. What should a fish tank have?  
Ans: Water filter, aquatic plants

6. How do you keep pet fish healthy?  
Ans: Keep the tank clean, change the water at least once a week
7. Which pet needs an exercise wheel?  
Ans: Hamster
8. What does a hamster need to sleep comfortably in its cage? Ans: Bedding
9. What kind of home do guinea pigs need? Ans: A big and clean playpen to run and play in
10. Where do guinea pigs go when they need to feel safe? Ans: A hideout
11. How big should the cage for a pet bird be?  
Ans: Big enough for it to move and fly around in
12. Why do birds need perches?  
Ans: To rest/play on
13. Where do rabbits live? Ans: In a playpen
14. What do rabbits need in their playpen?  
Ans: A hideout and litter box/tray
15. Why do terrapins need a heat lamp?  
Ans: So they can get the UV-rays they need to stay healthy
16. What should be in a tank for terrapins to bask on? Ans: A rock, floating platform



### **Care** (3 points each)

1. How often do you need to walk a dog?  
Ans: Daily



2. What kinds of exercises do dogs enjoy?  
Ans: Walks, playtime, games
3. Why do cats need to play?  
Ans: To keep happy; to stay sharp and alert
4. Why do cats need to be brushed?  
Ans: To keep their fur clean and healthy
5. Why do fish tanks need things like logs or toy castles? Ans: To give fish places to hide/play in
6. What is one way to spend time with a pet fish? Ans: Watch it and learn more about how it behaves
7. Why do hamsters need toys to chew on?  
Ans: To keep their teeth short and healthy
8. How can you get a hamster to learn to trust you? Ans: Spend time with it, gently pat and hold it often
9. How do you groom a guinea pig?  
Ans: Brush its fur, trim its nails
10. How do you keep a guinea pig's teeth healthy? Ans: Give it toys to chew on
11. What must you do before letting a pet bird out to fly freely in your home?  
Ans: Close windows and doors
12. What can you teach your pet bird to do?  
Ans: Perch on your finger/hand
13. Do rabbits like company? Ans: Yes
14. How often should you brush a pet rabbit?  
Ans: Daily

15. How long can terrapins live for?

Ans: Over 20 years

16. Are terrapins curious? Ans: Yes



#### **Action** (4 points each)

1. What happens if you take a dog off its leash when it is outside? Ans: It may wander off, upset people/other dogs, get lost, get into an accident.
2. Why should a pet dog be microchipped? Ans: It can be traced more easily if it gets lost.
3. Other than buying, what is one way you can get a pet? Ans: Adopting
4. Do adopted pets make good pets? Ans: Yes
5. Why do you need to pick up after your dog? Ans: To keep the environment clean, to be considerate to others who share the environment with us
6. What can you do to keep your pet healthy? Ans: Take it to the vet for regular check-ups and when it is sick, give it correct amounts of suitable food, give it enough exercise, etc.
7. Can pets be trained to do the right thing? Ans: Yes
8. What should you do before you get a pet? Ans: Learn about its needs
9. Should you get a pet if you do not know if you

- can care for it for the rest of its life? Ans: No
10. Why should you stop your pets from having babies? Ans: You and your pet may not be able to care for all of them well.

**4 Action** (4 points each)

1. Why should you not bring a pet into the nature reserve? Ans: It may upset native animals; it may pick up or spread diseases to the wild animals.
2. Should you release pets into the wild? Ans: No
3. What happens if you release a pet into the wild? Ans: It may not survive; it may harm the animals living in the wild; it may upset the ecosystem.
4. Can wild animals find food on their own? Ans: Yes
5. What happens if you feed wild animals? Ans: Human food may make them sick; feeding may change their natural behaviour and growth; feeding may affect the ecosystem.
6. Why should a wild animal not be kept as a pet? Ans: You may not be able to care for them properly; it may affect the ecosystem; the animal may not survive.
7. Why should you not give your pet your medicine? Ans: Unsuitable medicine may make

your pet more ill and even kill it.

8. Why should a pet not be allowed to roam freely outside your home? Ans: It can be dangerous for the pet; doing so may upset your neighbours.
9. What should you do before you get a pet? Ans: Ask your family for permission
10. What happens when you overfeed a pet? Ans: It may become overweight and unhealthy.



### **Wild** (5 points each)

1. What are some ways you can groom your pet? Ans: Brushing their fur, clipping their nails, etc.
2. How can you train your pet to do the right thing? Ans: Reward when it does the right action e.g. sit
3. What is an animal doctor called? Ans: A vet
4. When should you bring your pet to the vet? Ans: When it is unwell and for regular check-ups
5. What must you do before and after handling your pet to keep safe and healthy? Ans: Wash hands
6. What types of pets can you adopt from the shelter? Ans: Dogs, cats, rabbits, hamsters, etc.
7. How can a dog tell that its owner is falling sick? Ans: Through its sense of smell.
8. How high can a cat jump? Ans: 6 times its height, or higher than the height of a door.