





# KS1 Habitats Game

## How to Play

**Aim: To match the animals to the correct habitat.** This game is designed for up to 4 players.

### Option 1

- Each player chooses a single habitat board (either Desert, Rainforest, Arctic or Ocean).
- The cards are shuffled and placed face down in a pile in the centre of the playing area.
- The youngest player picks up the first card from the top of the pile. They say the name of the animal out loud (eg. Tiger!) and show the picture to the other players. If one of the other players has the habitat that animal lives in they shout out the name of their habitat (eg. Rainforest!) and collect the card (either by placing it under their board or on top of the animal in their habitat). The player who won the card picks up the next card and the process repeats.

**Note:** When less than 4 players are playing and therefore not all the habitat boards are being used, any animals picked up that don't belong to any of the habitats in play should be placed in a discard pile. The player who picked that animal up then picks up another card and the game continues as usual.

- The first player to collect all 8 of their animals hidden in their habitats is the winner and on winning should shout out 'HABITAT!'
- Each animal card contains an adaptation that animal has and this could also be read out and discussed amongst more able players.

### Option 2

- Each player is given a multiple habitat board (4 habitats per board).
- The cards are shuffled and placed face down in a pile in the centre of the playing area.
- The youngest player turns over the first card and places it with the picture facing up next to the pile. The first player to call out the correct habitat for that animal wins the card. This player is then the next one to turn a card over. The process repeats until all the cards have gone.
- The winner is the player with the most cards at the end of the game!

## Curriculum Links

### SCIENCE

#### Year 1 Animals, including humans

- identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals

#### Year 2 Living things and their habitats

- identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other
- identify and name a variety of plants and animals in their habitats, including micro-habitats

## Other Information

Black and white copies of each of the habitat boards and all the animal cards are available so that children can colour in their own version of the game if they want to.

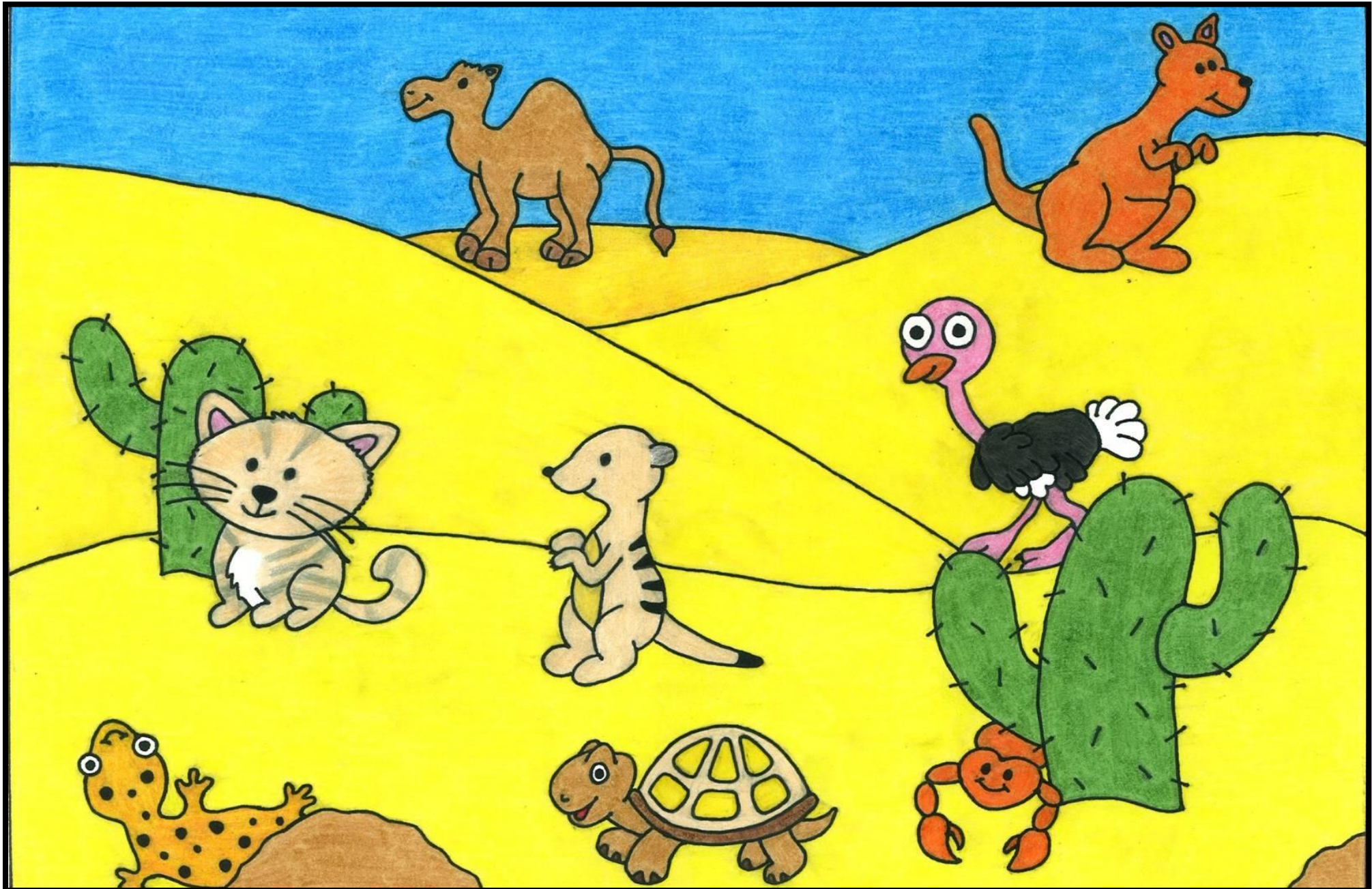


# Rainforest





# Desert



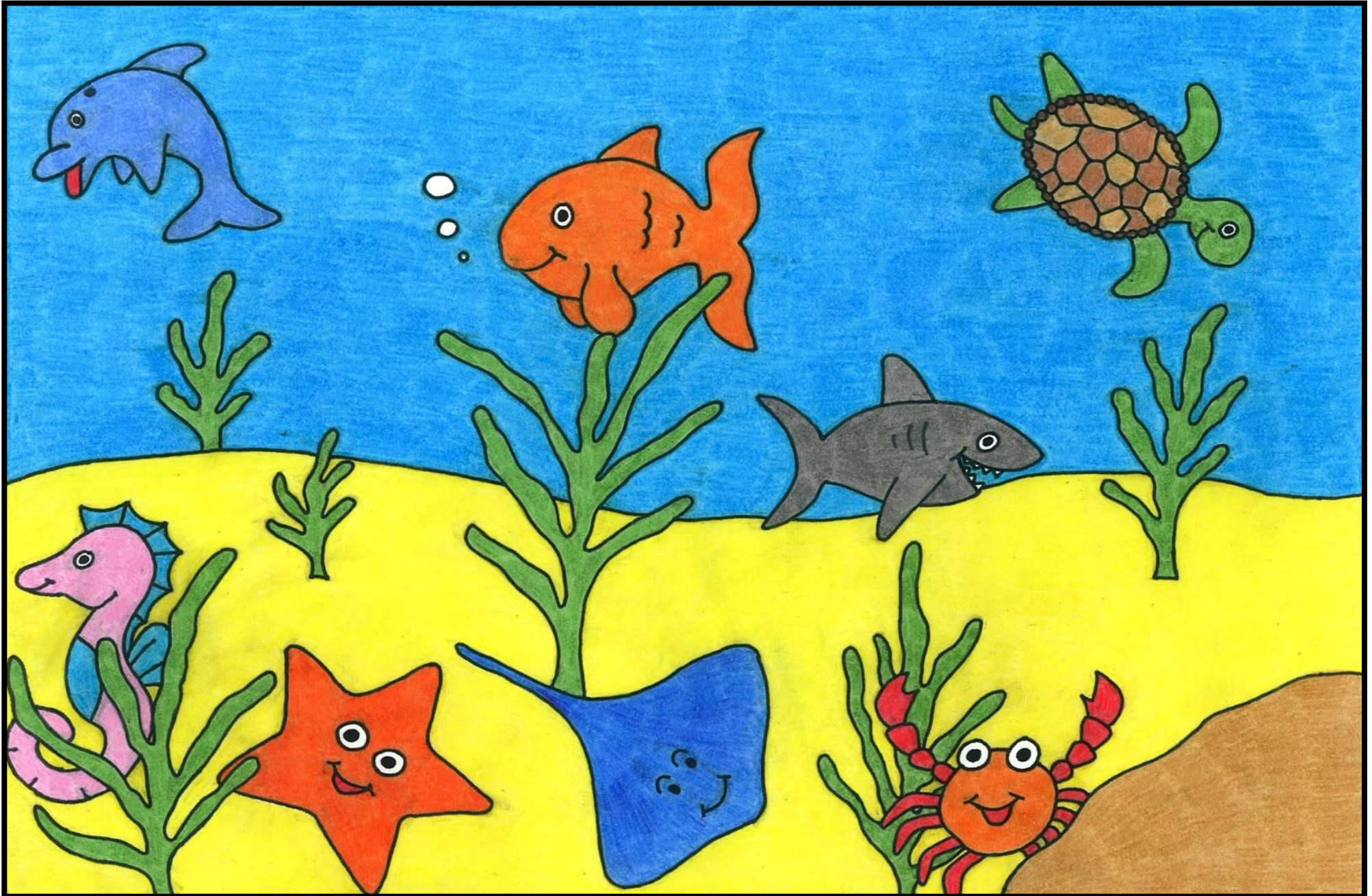


# Arctic





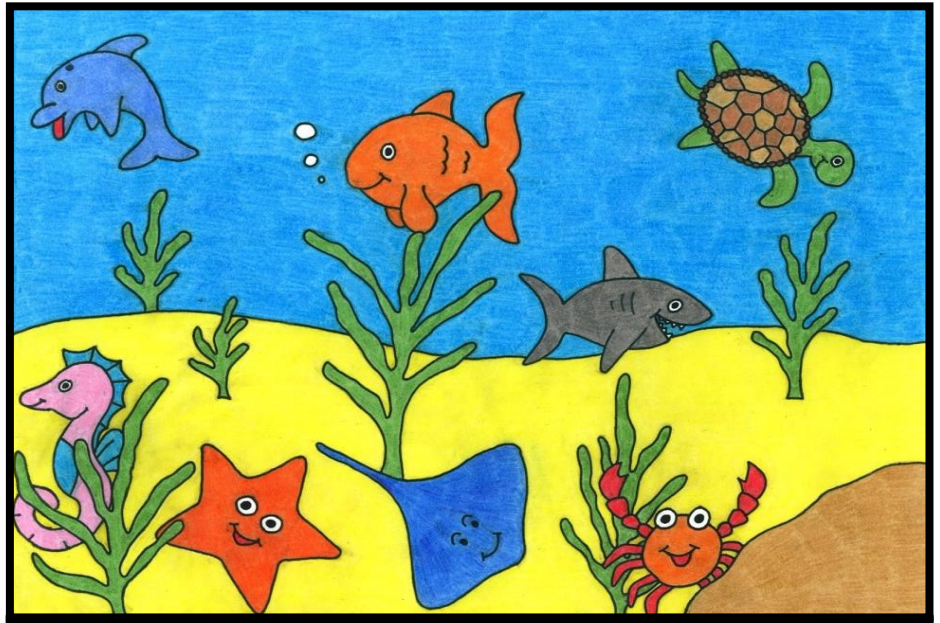
# Ocean







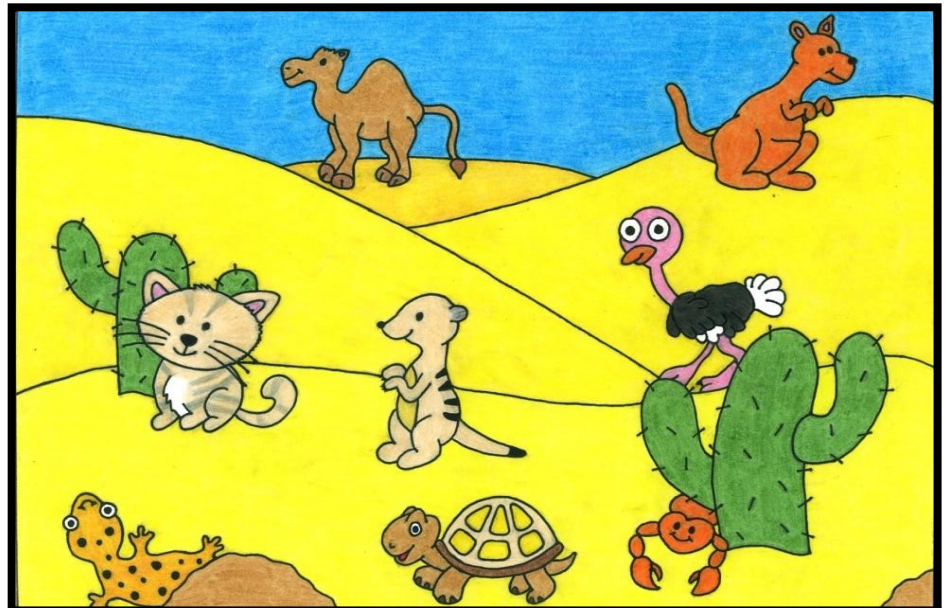
Rainforest



Ocean



Arctic

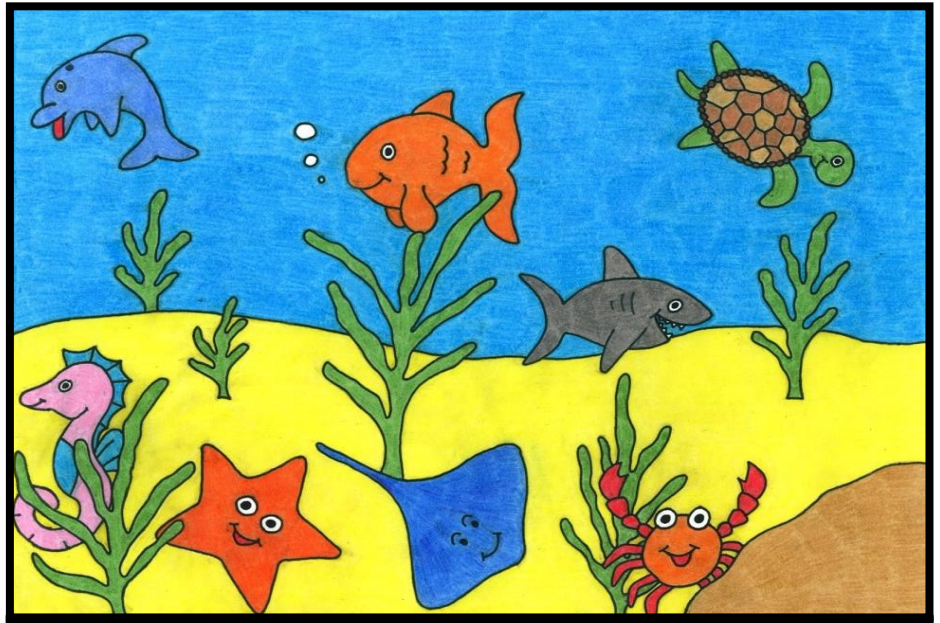


Desert





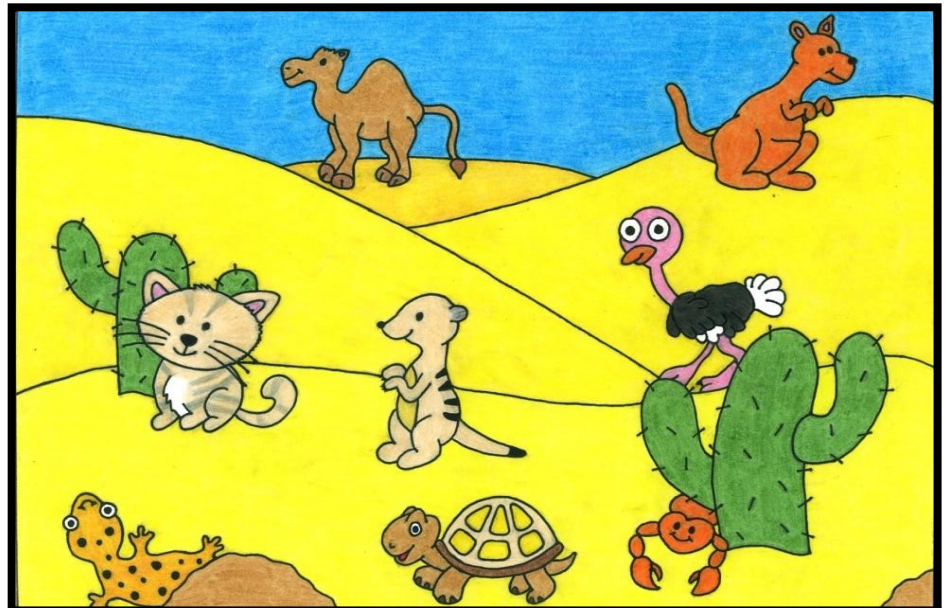
Rainforest



Ocean



Arctic

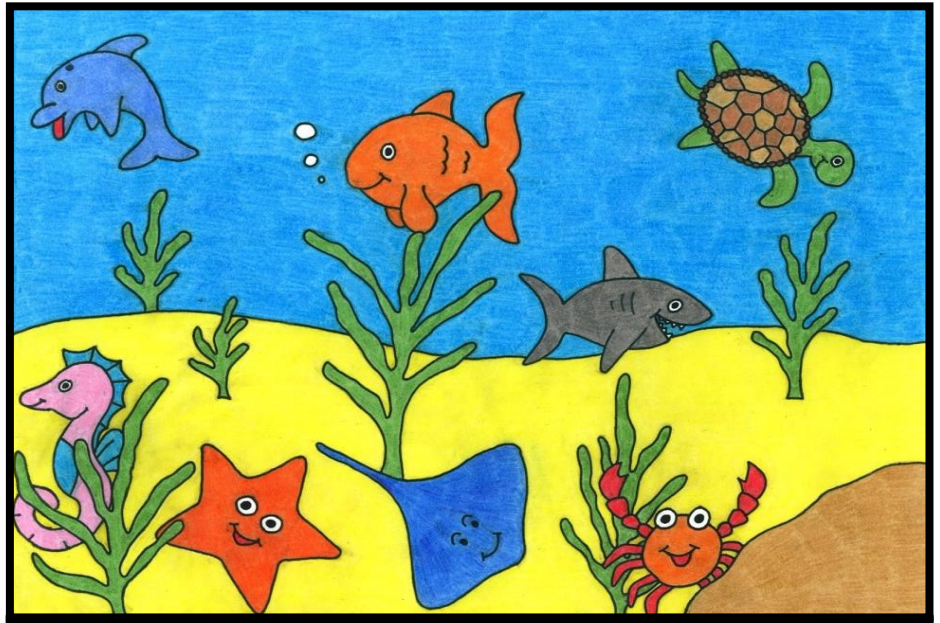


Desert





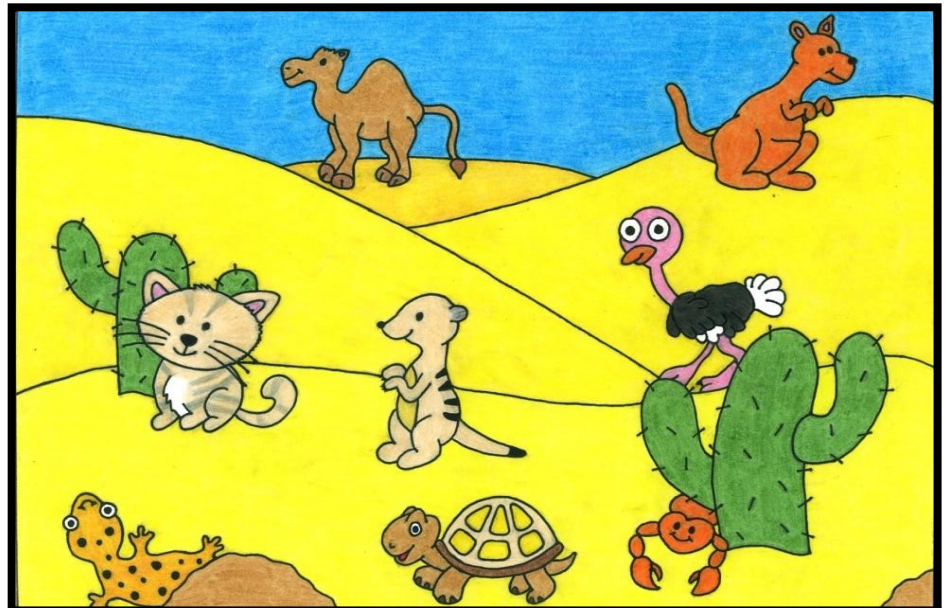
Rainforest



Ocean



Arctic

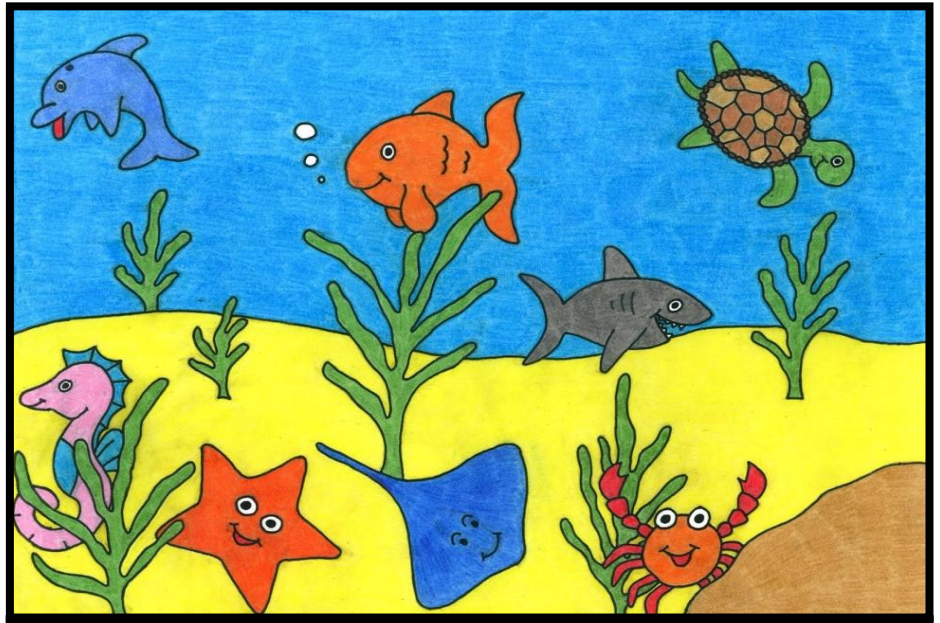


Desert

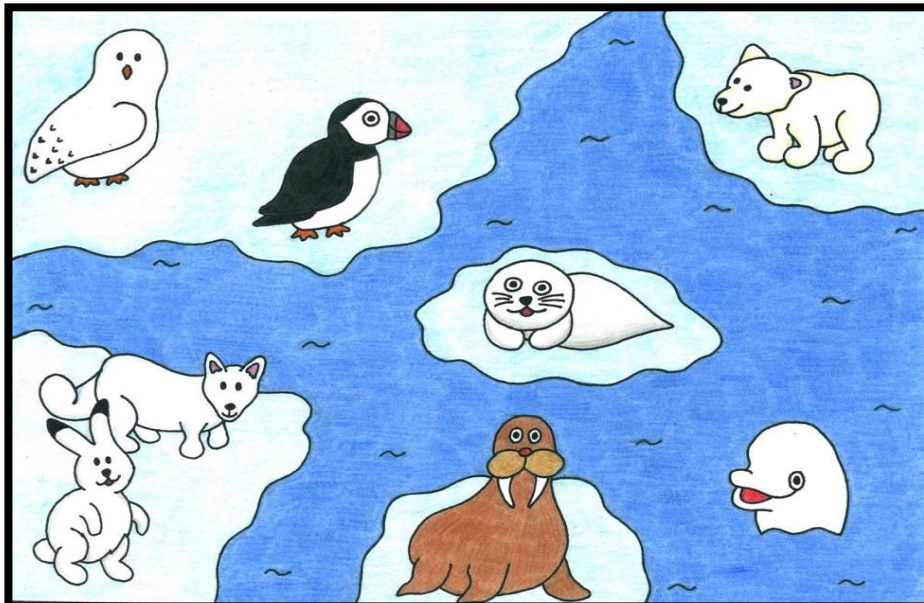




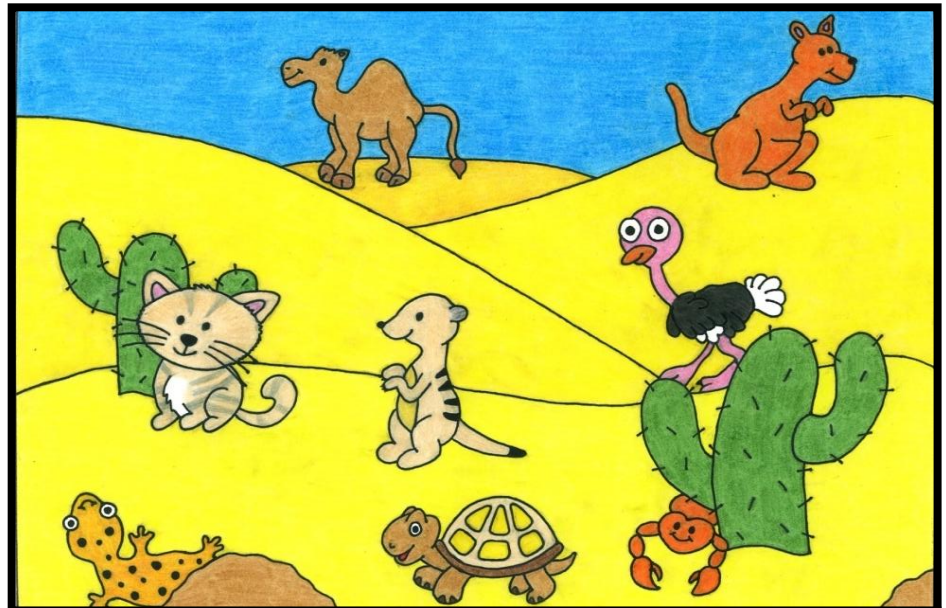
Rainforest



Ocean



Arctic



Desert



Tiger



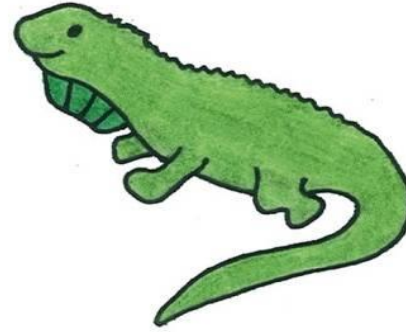
Stripy fur for  
camouflage

Parrot



Beak to crack  
open nuts

Iguana



Green for  
camouflage

Monkey



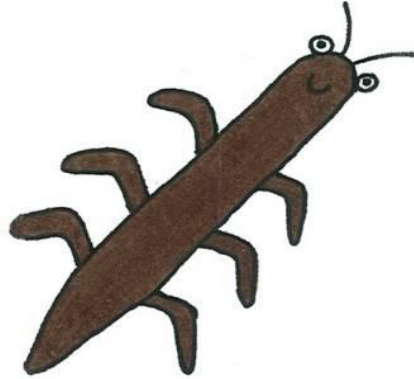
Tail to  
swing

Frog



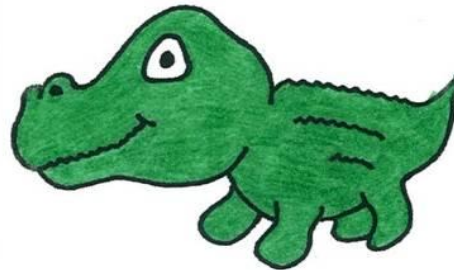
Strong legs  
for jumping

Stick Insect



Hooks on feet  
to climb

Crocodile



See-through  
eyelids to see  
underwater

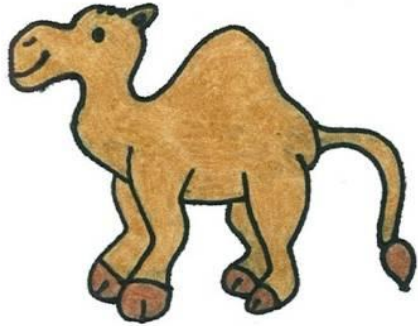
Lemur



Tail to  
spot other  
Lemurs

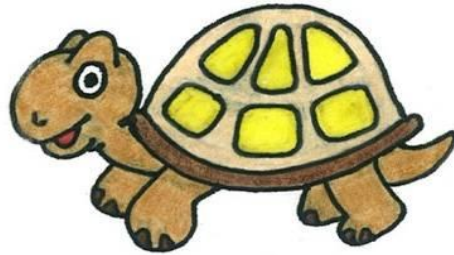


Camel



Stores fat in  
hump for times  
of low food

Tortoise



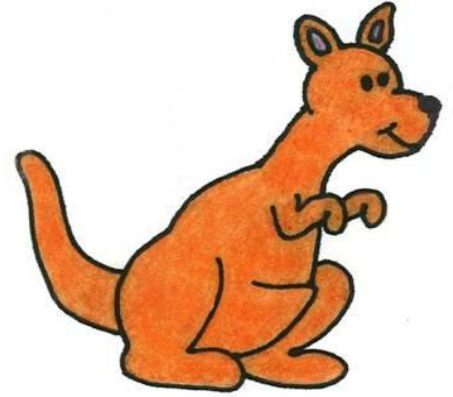
Shell to  
hide in

Scorpion



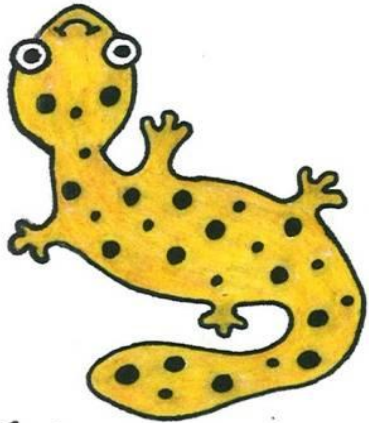
Poisonous sting  
to kill prey

Kangaroo



Short fur  
to keep cool

Gecko



Tail falls off  
to escape  
predators

Ostrich



Long legs to  
run fast

Sand Cat



Sandy colour  
for  
camouflage

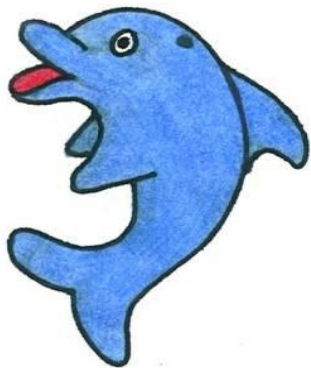
Meerkat



Long claws  
for digging

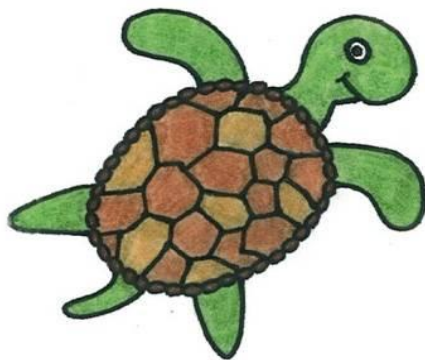


Dolphin



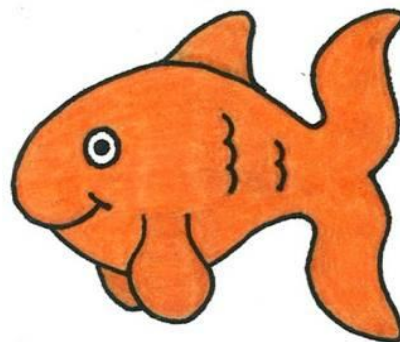
Blowhole for  
breathing

Turtle



Flippers to  
swim

Fish



Gills to breathe  
underwater

Seahorse



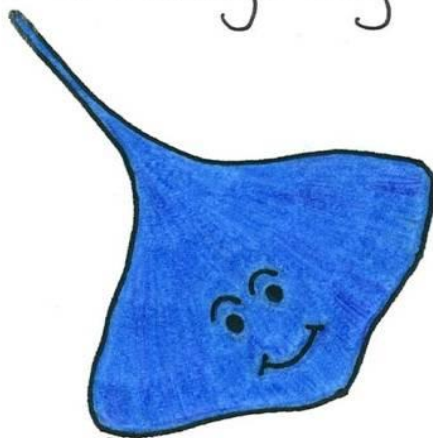
Long snout to  
find food

Starfish



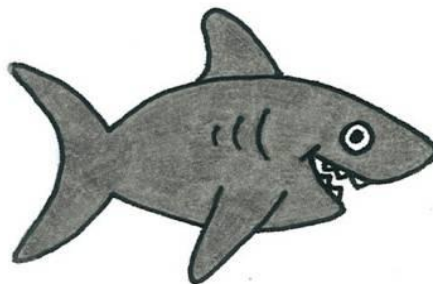
Suckers to grip  
onto rocks

Stingray



Flat to glide  
along seafloor

Shark



Sharp teeth to  
catch and eat  
prey

Crab



Hard shell for  
protection



Polar Bear



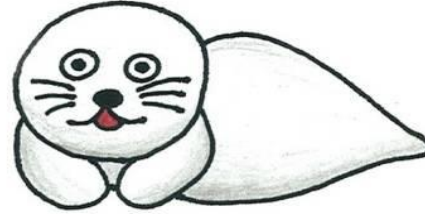
White fur for  
Camouflage

Snowy Owl



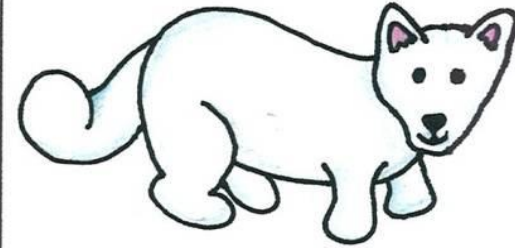
Thick feathers  
for warmth

Seal



Flippers for  
Swimming

Arctic Fox



Thick fur  
for warmth

Arctic Hare



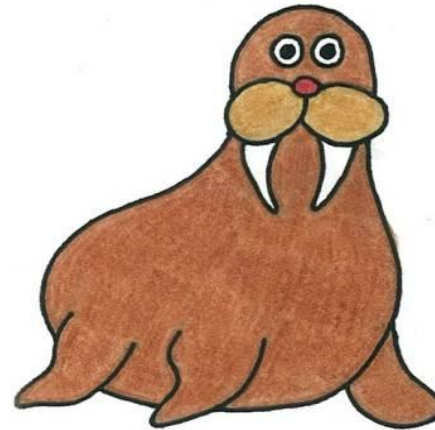
Short ears to  
reduce heat loss

Puffin



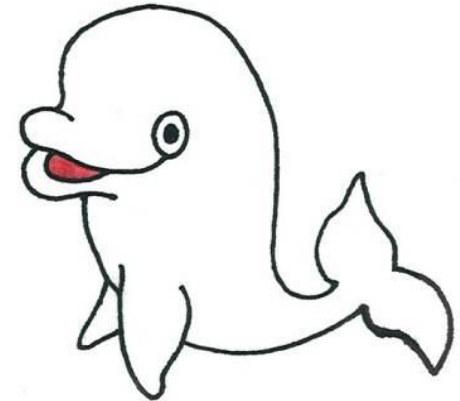
Large beak to  
catch fish

Walrus



Tusks to drag  
themselves  
across the ice

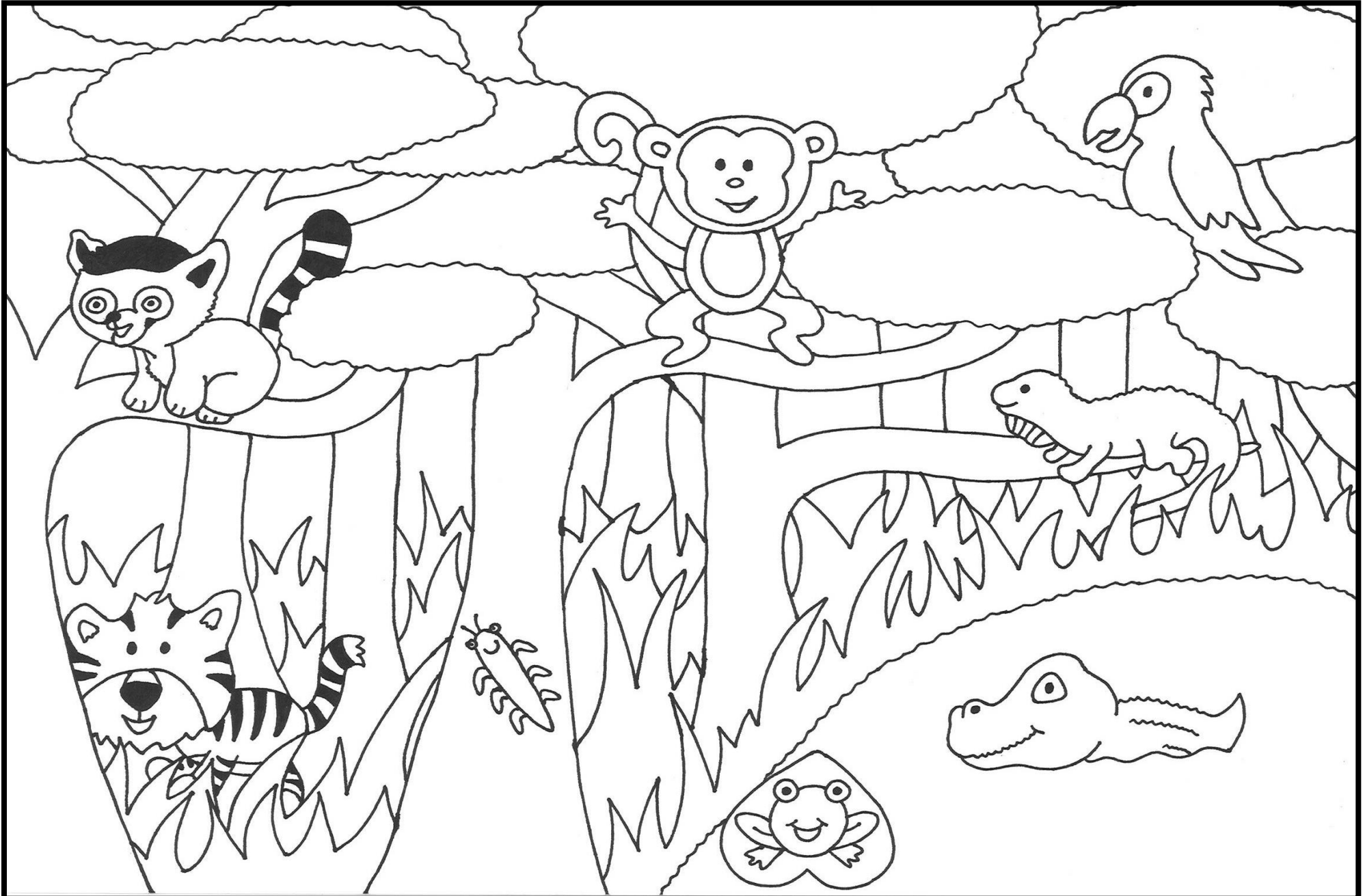
Beluga Whale



Thick layer of  
fat to keep  
warm

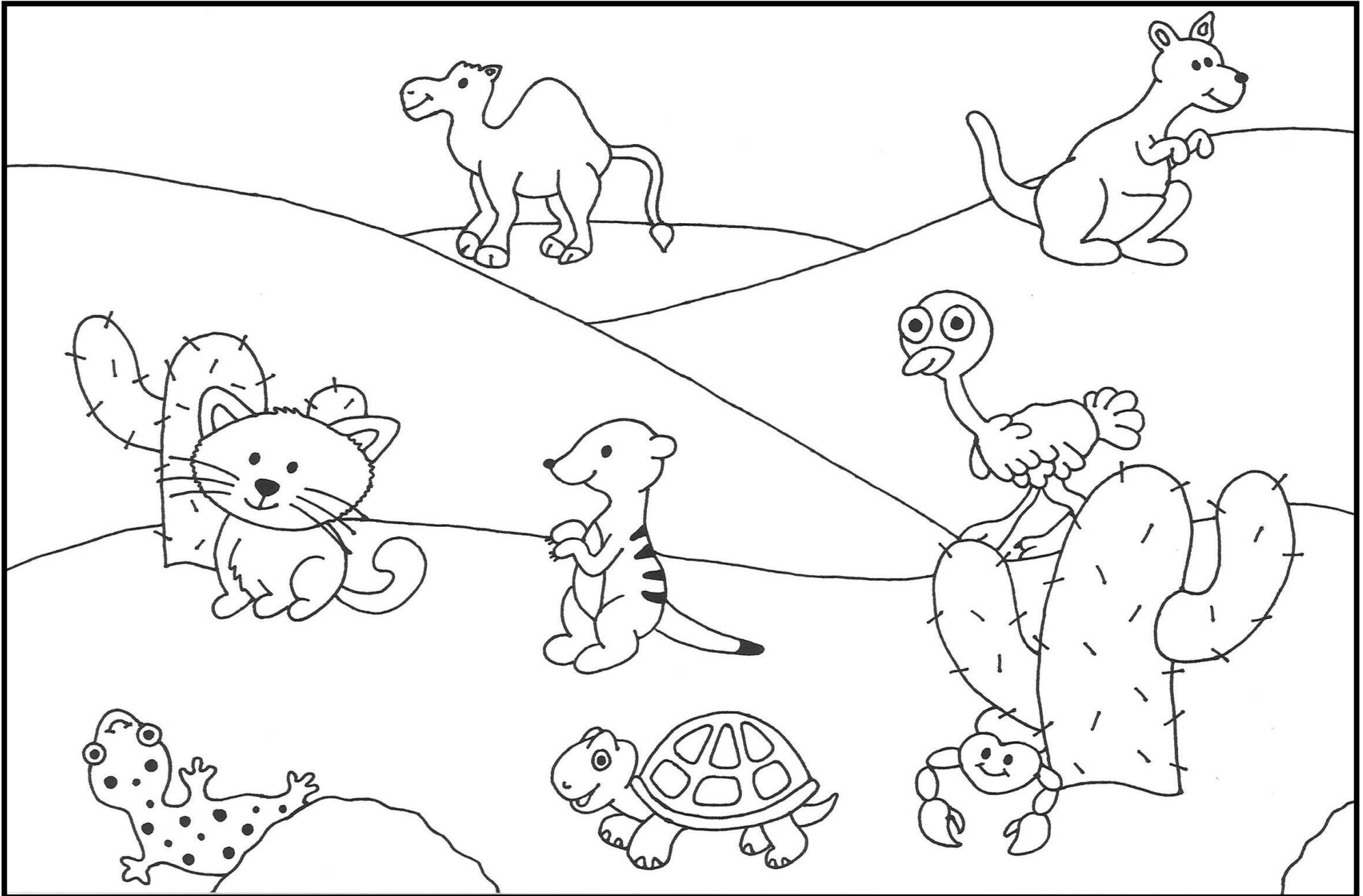


# Rainforest



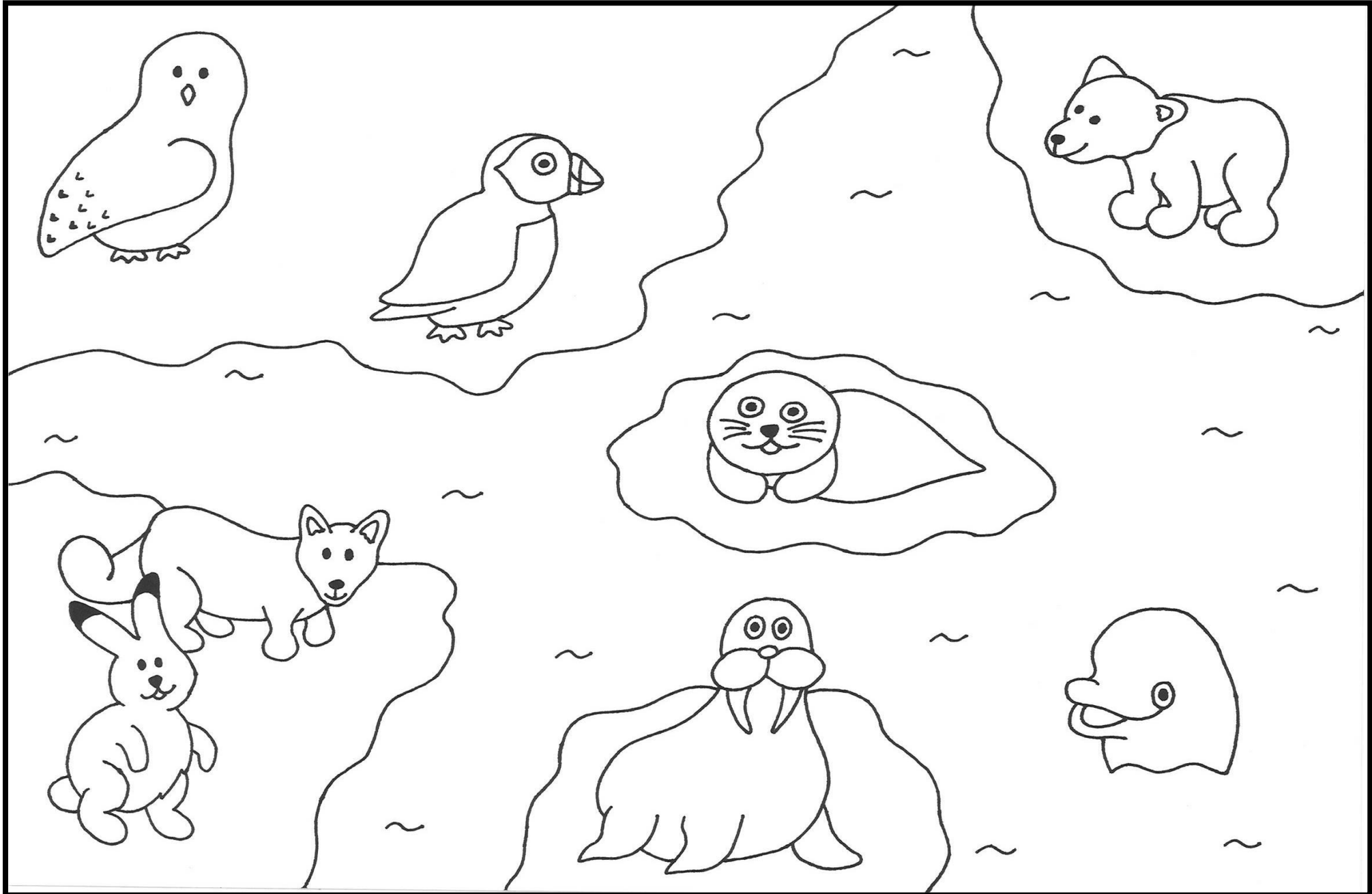


# Desert



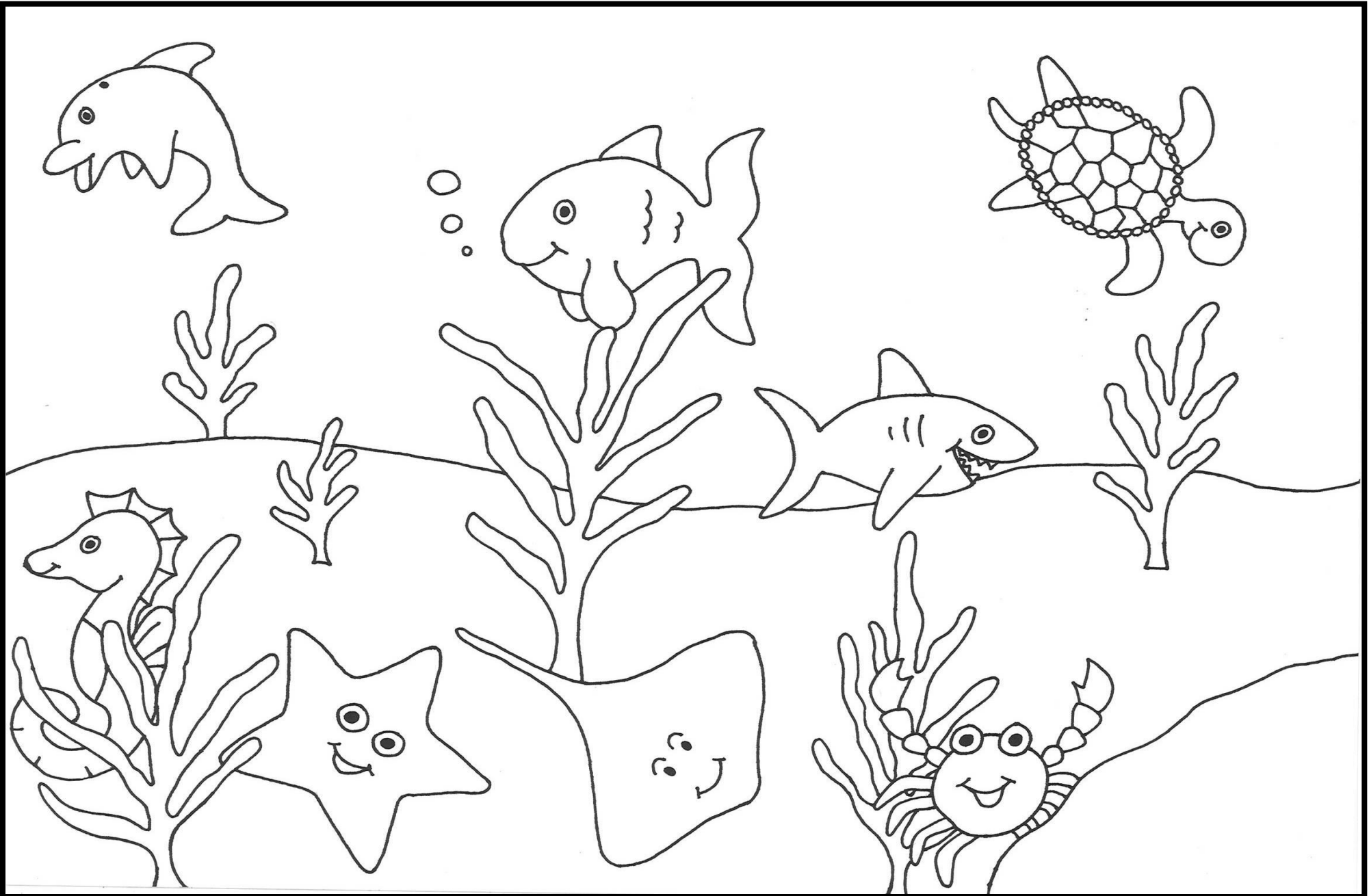


# Arctic

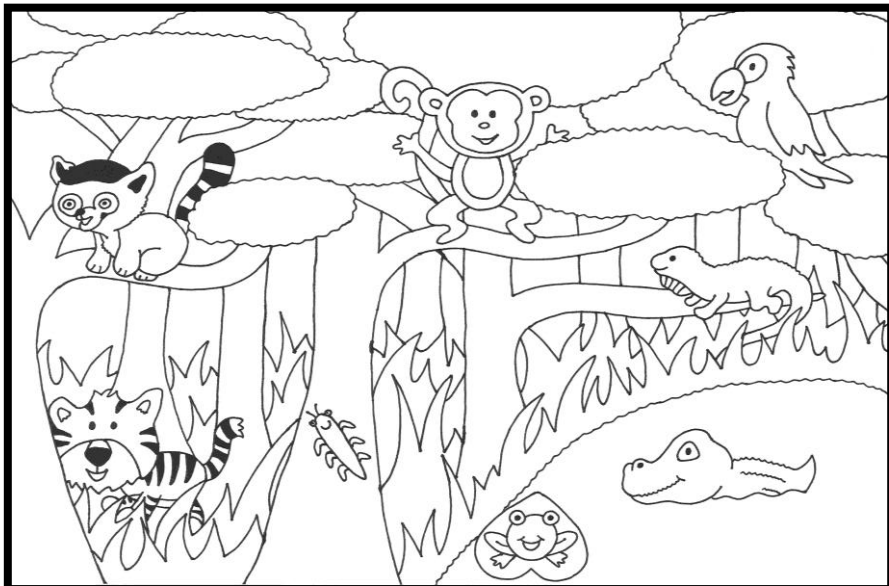




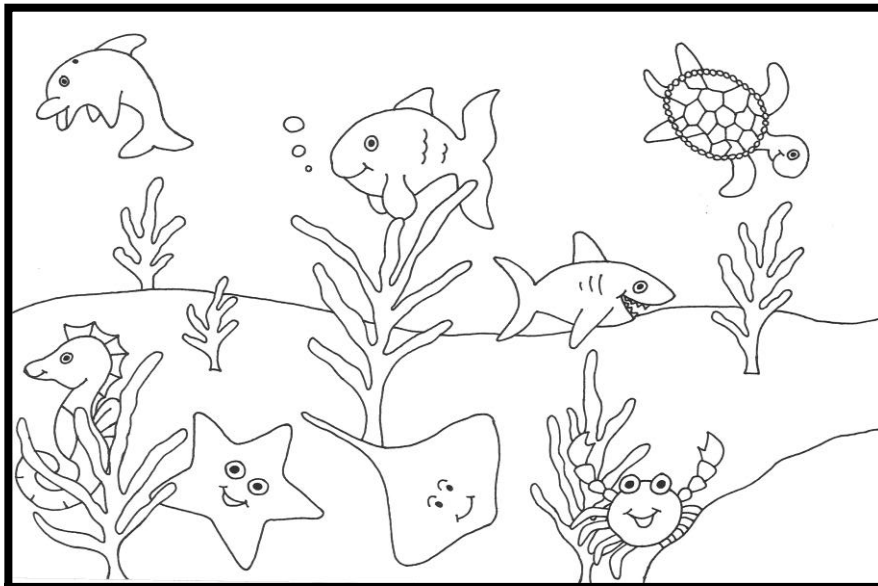
# Ocean



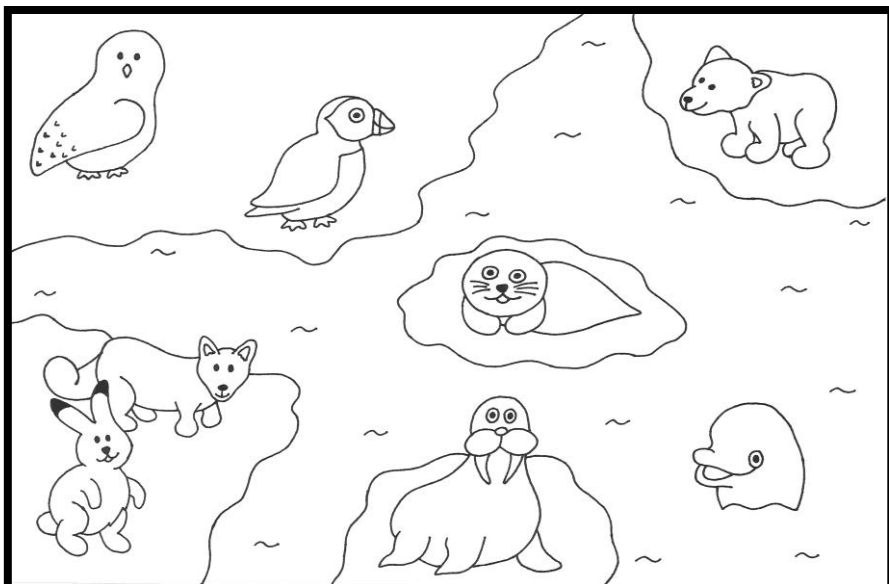




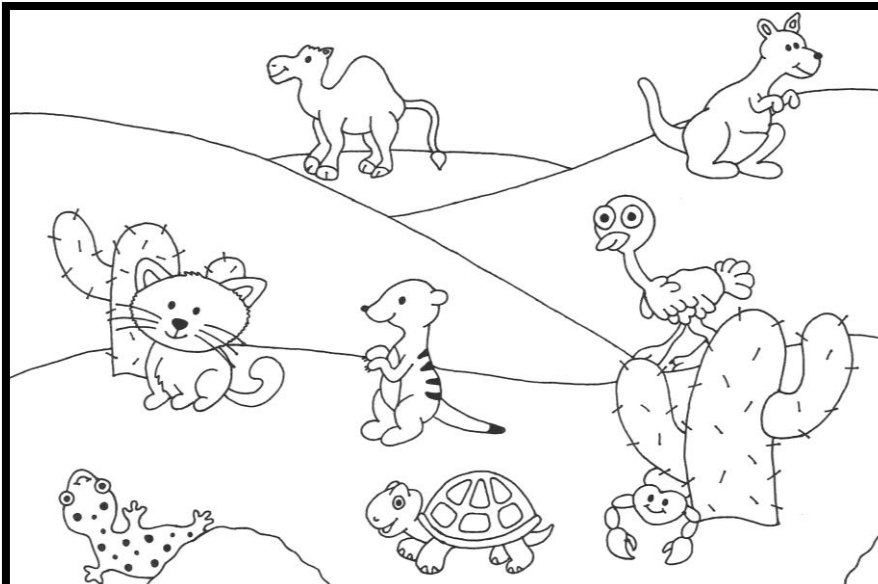
**Rainforest**



**Ocean**

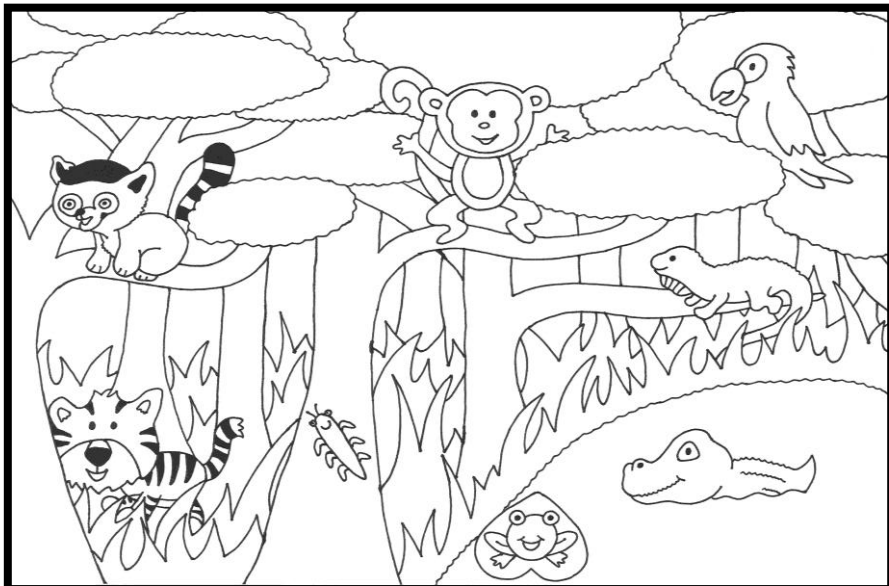


**Arctic**

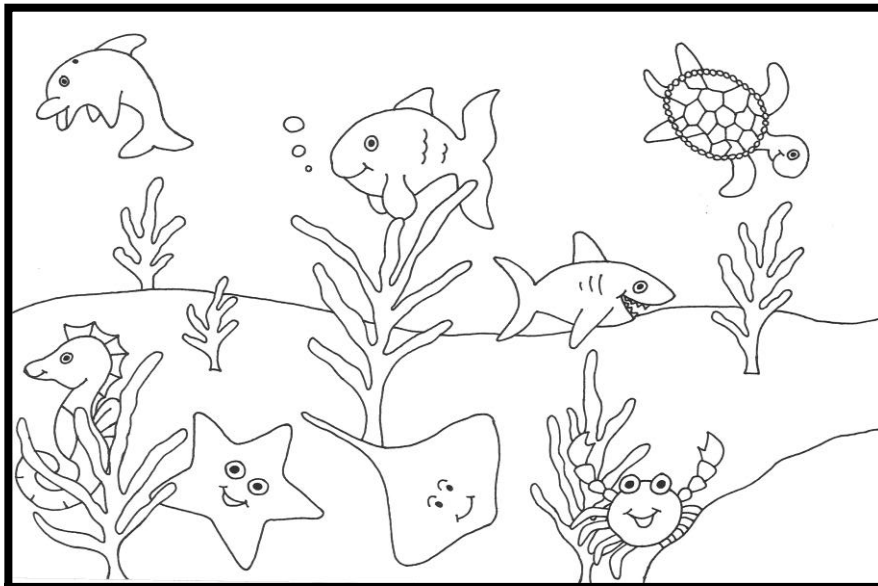


**Desert**

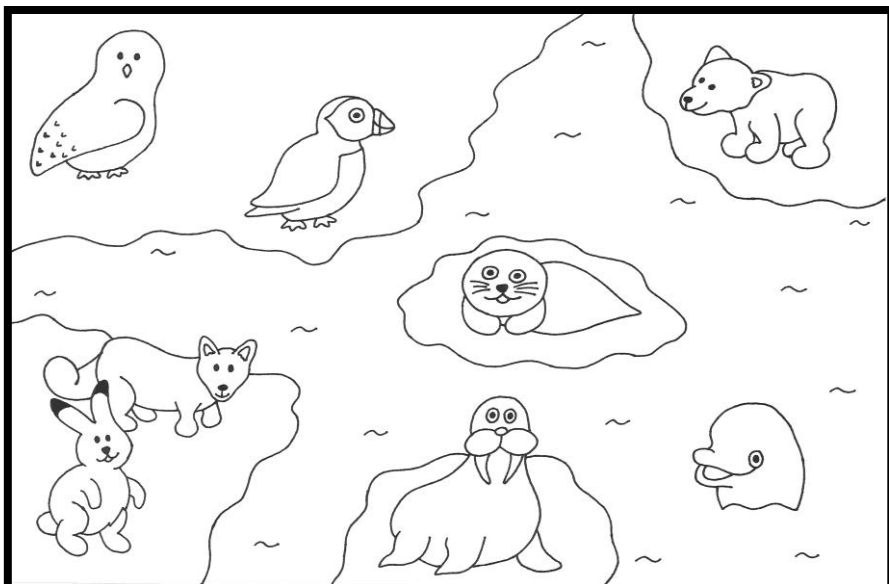




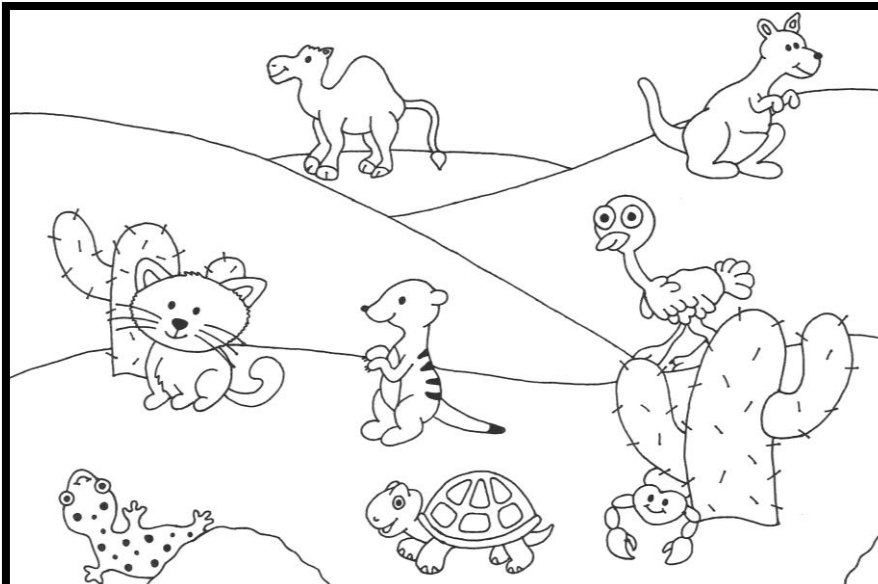
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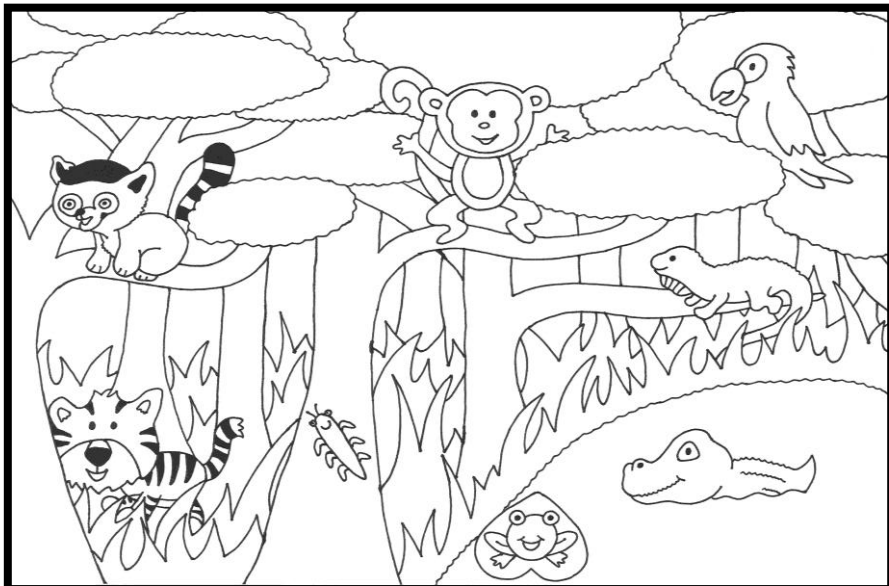


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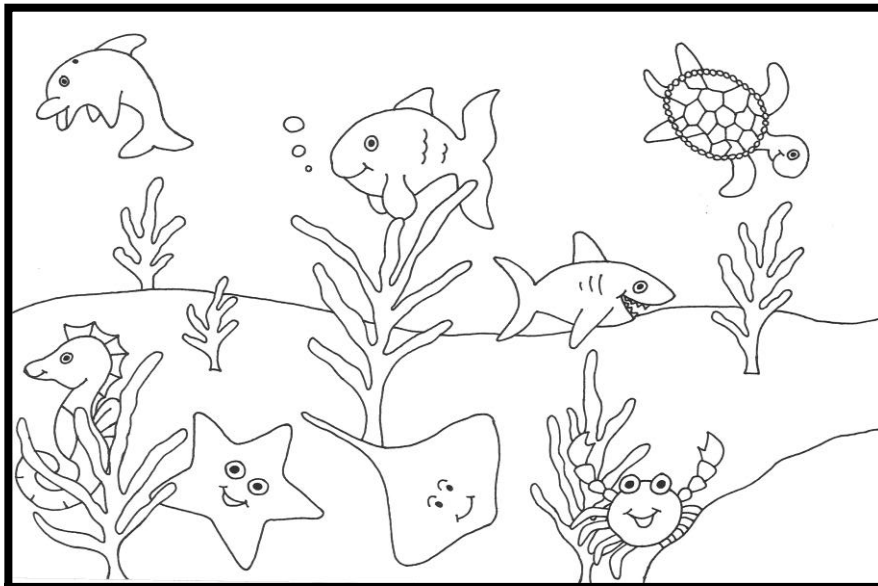


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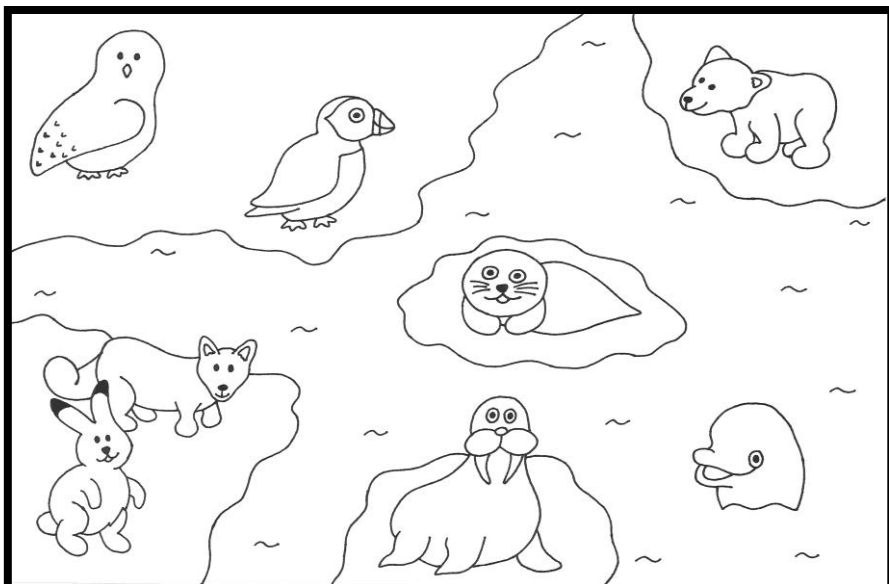




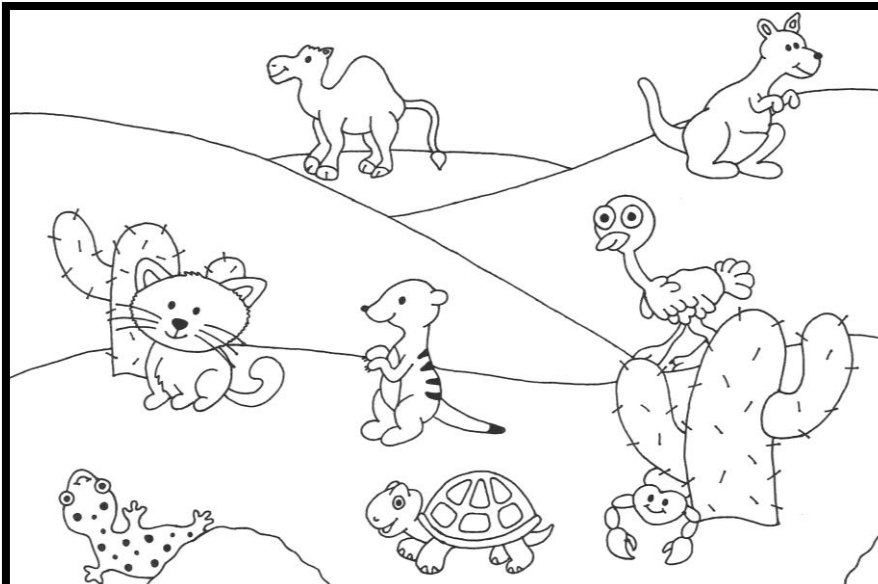
**Rainforest**



**Ocean**

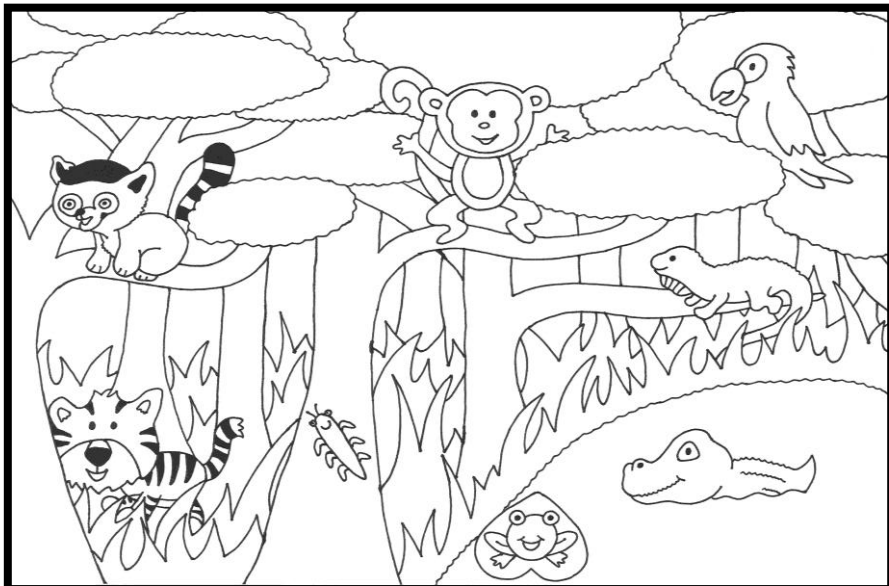


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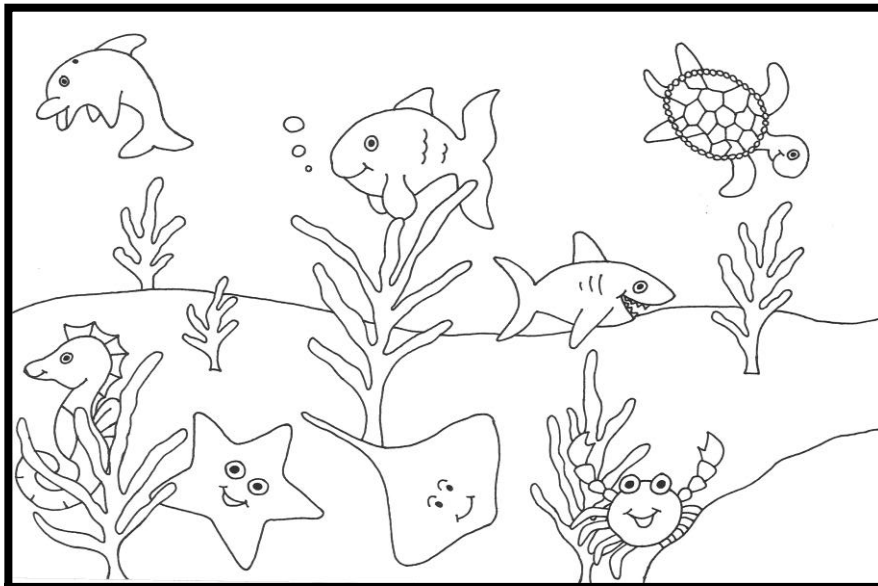


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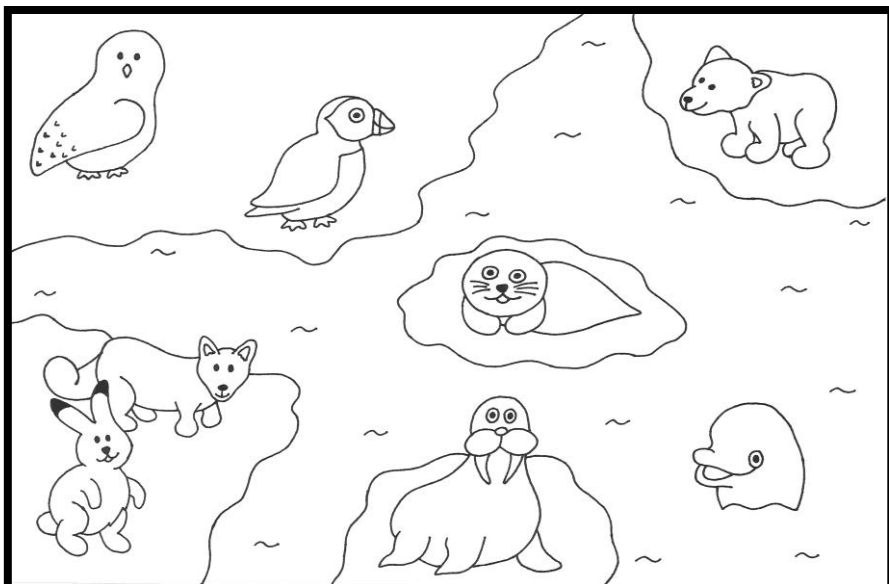




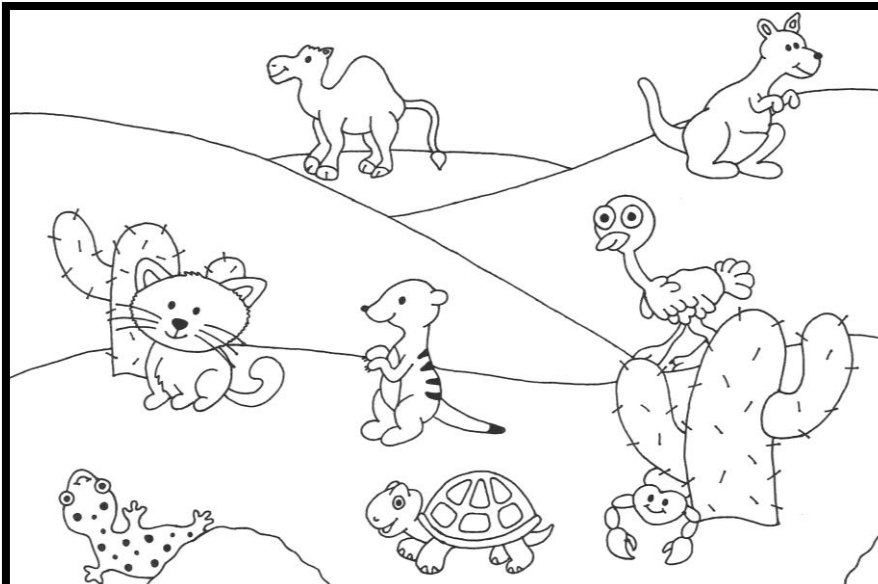
**Rainforest**



**Ocean**



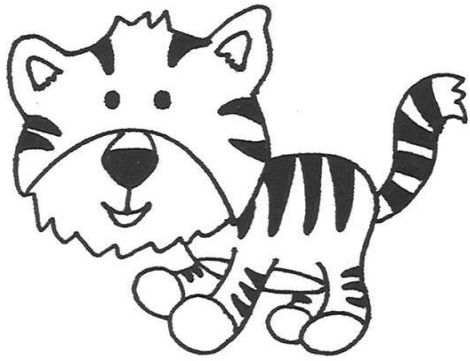
**Arctic**



**Desert**



Tiger



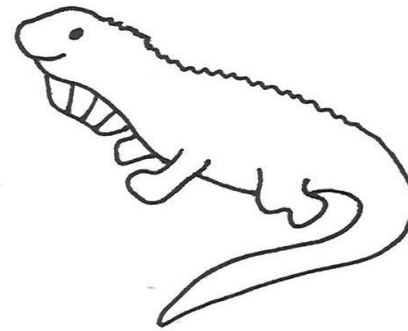
Stripy fur for  
camouflage

Parrot



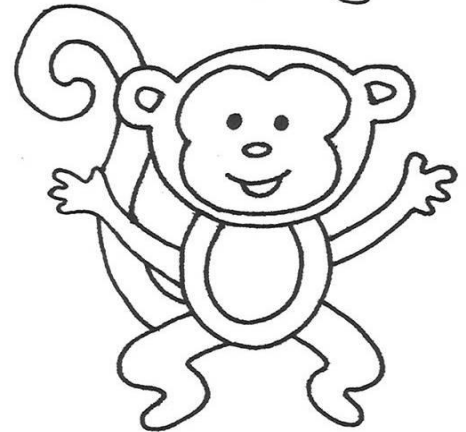
Beak to crack  
open nuts

Iguana



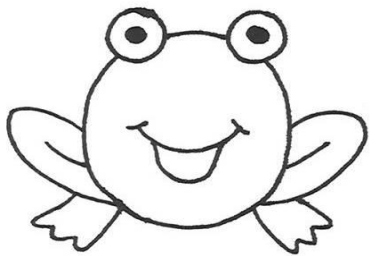
Green for  
camouflage

Monkey



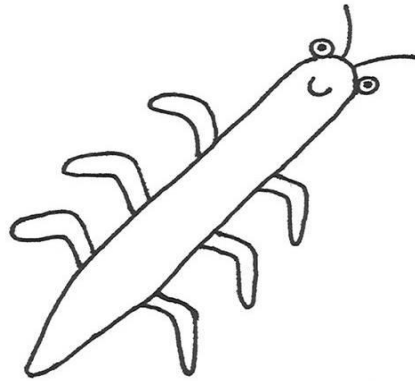
Tail to  
swing

Frog



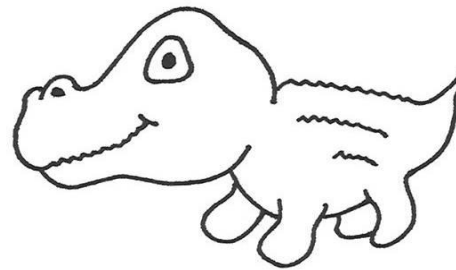
Strong legs  
for jumping

Stick Insect



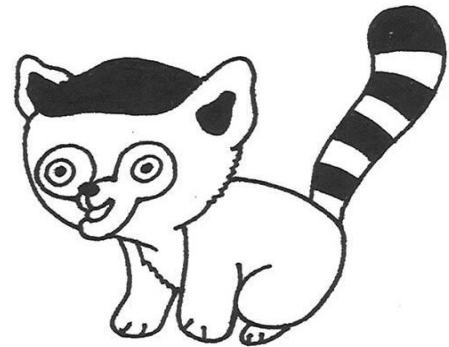
Hooks on feet  
to climb

Crocodile



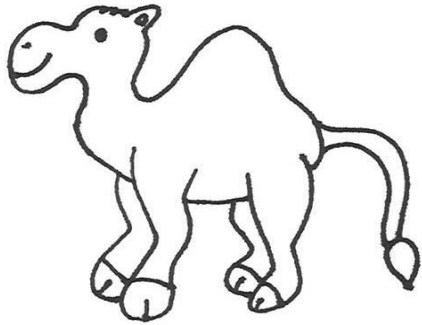
See-through  
eyelids to see  
underwater

Lemur



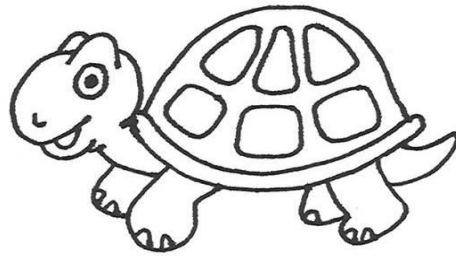
Tail to  
spot other  
lemurs

Camel



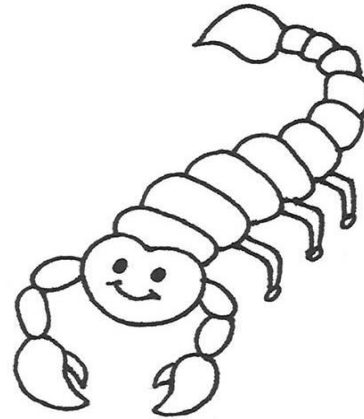
Stores fat in  
hump for times  
of low food

Tortoise



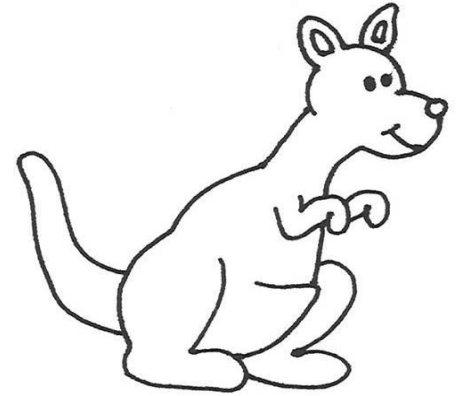
Shell to  
hide in

Scorpion



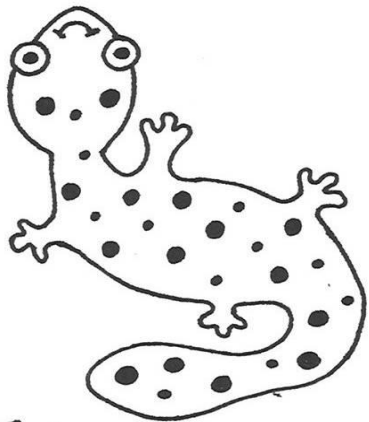
Poisonous sting  
to kill prey

Kangaroo



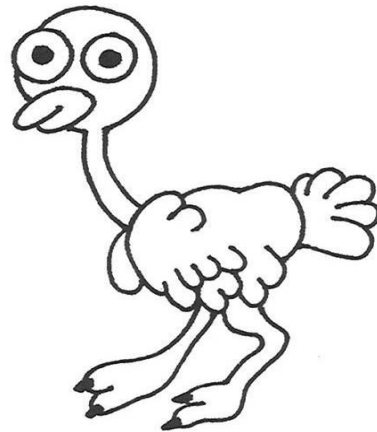
Short fur  
to keep cool

Gecko



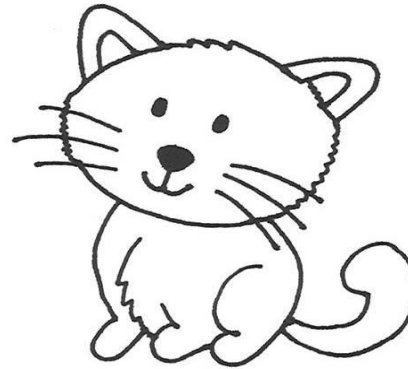
Tail falls off  
to escape  
predators

Ostrich



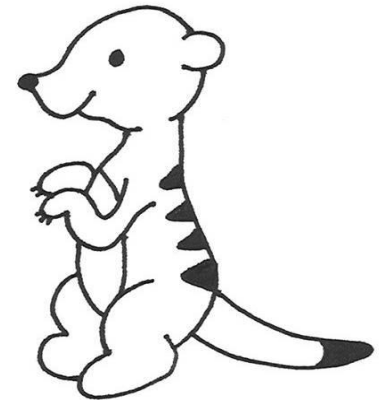
Long legs to  
run fast

Sand Cat



Sandy colour  
for  
camouflage

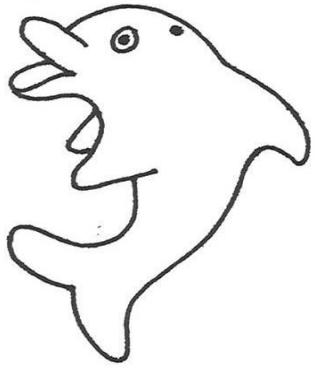
Meerkat



Long claws  
for digging

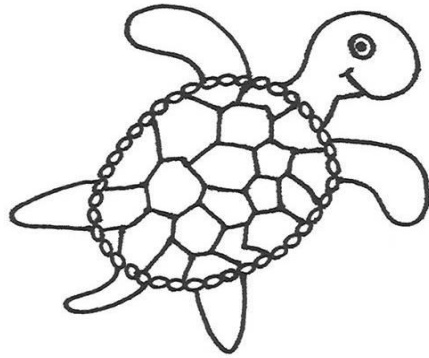


Dolphin



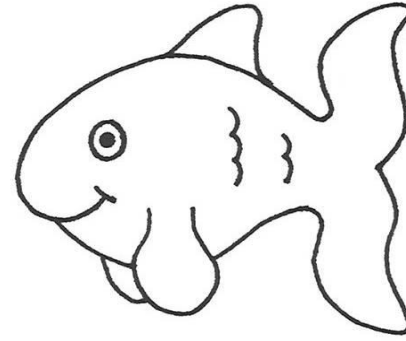
Blowhole for  
breathing

Turtle



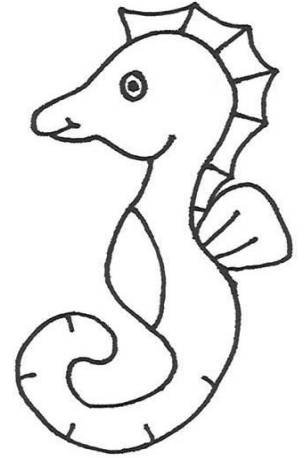
Flippersto  
swim

Fish



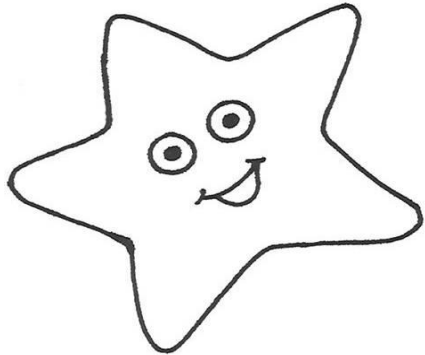
Gills to breathe  
underwater

Seahorse



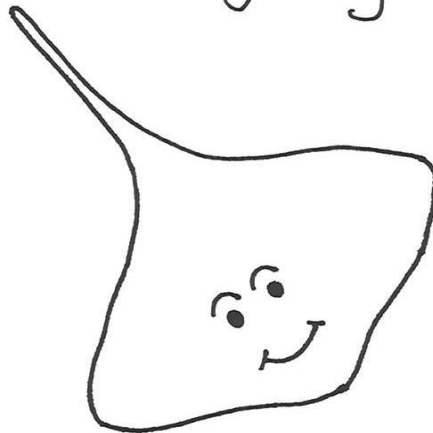
Long snout to  
find food

Starfish



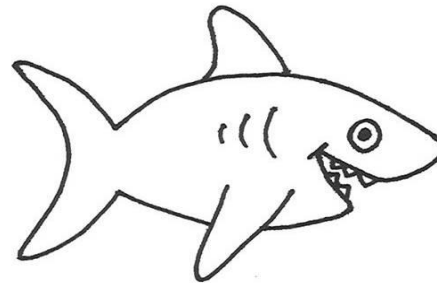
Suckers to grip  
onto rocks

Stingray



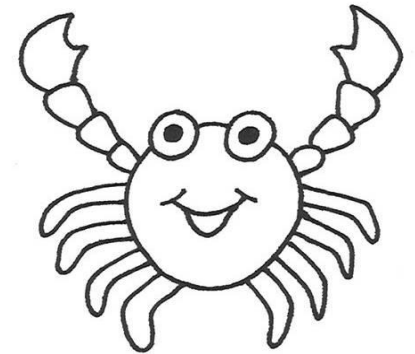
Flat to glide  
along seafloor

Shark



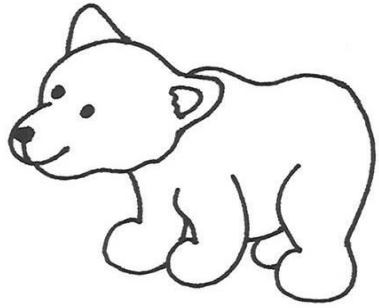
Sharp teeth to  
catch and eat  
prey

Crab



Hard shell for  
protection

Polar Bear



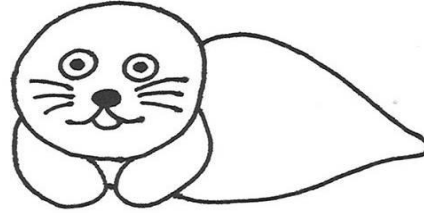
White fur for  
Camouflage

Snowy Owl



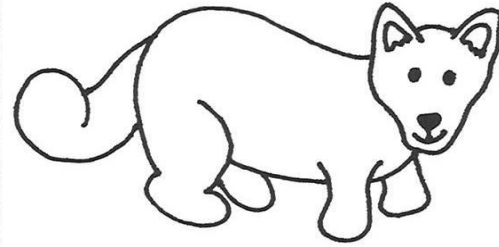
Thick feathers  
for warmth

Seal



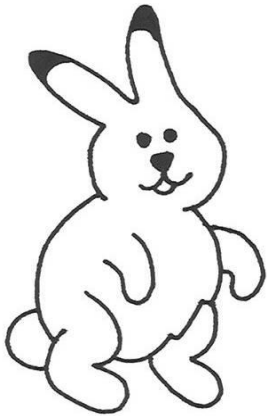
Flippers for  
Swimming

Arctic Fox



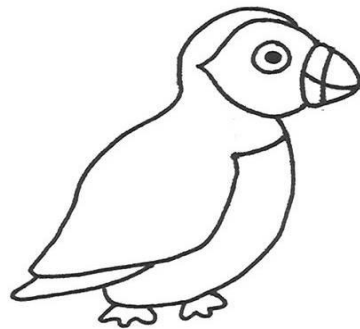
Thick fur  
for warmth

Arctic Hare



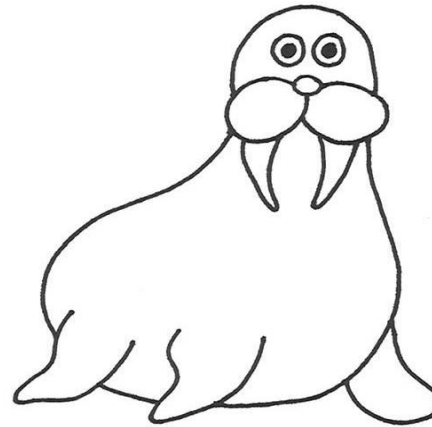
Short ears to  
reduce heat loss

Puffin



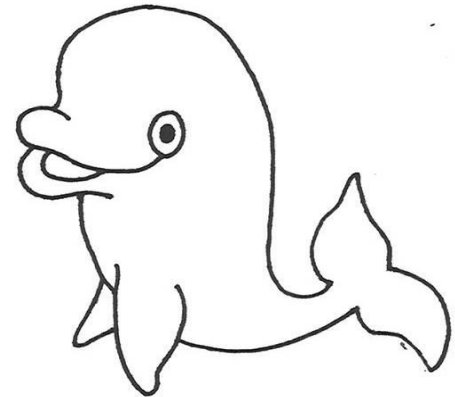
Large beak to  
catch fish

Walrus



Tusks to drag  
themselves  
across the ice

Beluga Whale



Thick layer of  
fat to keep  
warm