





How living things grow matching pairs game

Teacher's notes

Overview: Students learn that living things start small, coming from eggs or seeds and changing shape as they grow. Once the stages of life shown in the flashcards are identified, students play the matching game in groups, placing the cards face down and taking turns to find the pairs. Very young children can use their counting skills to help them match the cards.

Topics	Spring, The life cycle of plants and animals
Subject areas	English language (A1–A2 level), Science and nature (Pre–K, kindergarten and early primary), Early maths (4 year olds)
Level and ages	4–8 year olds (Pre–K to Primary3)
Materials	Photocopiable flashcards (B&W / colour); small size playing cards Optional: photos or video clips showing the life cycles of plants and animals; collected objects, e.g. an egg, nest, seeds, etc.
Preparation and aims	<ol style="list-style-type: none"> 1. Photocopy the <i>How living things grow</i> colour flashcards to make a class set (laminare for repeated use). 2. Photocopy a set of the black and white set on card (so children can't see the pictures when placed face down) for each group of 4 students (use the small cards with older children). Laminate for repeated use. <p>Aims: to encourage children to think about the way seeds, eggs and baby animals change as they grow.</p>
Language	<i>(one) big egg, (one) duck, (three) small eggs, (three) chicks, (one) big seed/pinecone, (one) tree, (five) small seeds, (five) flowers, (four) baby frogs/tadpoles, (four) frogs, (two) caterpillars, (two) butterflies</i>
Procedure	<ol style="list-style-type: none"> 1. Use your set of flashcards to practise the language as a whole group. Hold each one up and say e.g. <i>What's on this card? That's right, they're flowers! How many flowers? Five! Let's find the seeds. Are they big or small? Look this is a big seed. It's a pinecone. It becomes a tree! And what's this? It's a big egg. What does it become? Yes, a duck!</i> 2. Show children how to play the <i>How things grow</i> matching game by playing once as a large group. Place the flashcards face down on the floor in three rows. 3. Ask volunteers to try to find the cards that match. As they turn the cards over, say e.g. <i>What are they? fffffff - that's right flowers! Can you find the seeds? Oh no, it's a tree!</i> The student leaves them in the same place if they don't match, and another child has a turn. 4. Give out sets of cards to each group of 3–4 students. Monitor as they play, encouraging them to use the language and to count if appropriate. If a child makes a pair they keep the cards and the next player takes a turn. 5. Once children have played the matching game and can produce the key language independently, keep the game in the play area for independent use.
Extra activities	Photocopy the smaller sized cards on paper (one per student). Cut them up and put in piles on your desk. Students come to ask you for a pair of matching cards, returning to their table to glue them in their scrapbooks. Early finishers colour the pictures.