

# Let's Get Wild

## 52 multi-functional educational cards

The set comprises 5 types of cards.

### Wildlife

8 cards: Each shows a wild animal that lives in Singapore

- Common Palm Civet
- Lesser Dog-faced Fruit Bat
- Long-tailed Macaque
- Malayan Water Monitor
- Plantain Squirrel
- Reticulated Python
- Smooth-coated Otter
- Wild Boar

### Habitat

16 cards: Each shows the habitat that one or more of the animals live in

### Movement

12 cards: Each shows the movement that one or more of the animals use

### Behaviour

Do

6 cards: Each describes a positive behaviour when visiting our green spaces

Do not

6 cards: Each describes an undesirable behaviour when visiting our green spaces

### Wild

4 cards: Can be used to represent any card within that type

### Symbols used on Wildlife cards

To represent Habitats

- F** : Wildlife may be found in **F**orests
- M** : Wildlife may be found in **M**angrove Forests
- P** : Wildlife may be found in **P**arks and Gardens
- W** : Wildlife may be found in **W**aterways, Rivers

To represent Movements

- Cl** : Wildlife may **C**limb
- Fl** : Wildlife may **F**ly
- W** : Wildlife may **W**alk/Run
- Sl** : Wildlife may **S**lither
- Sw** : Wildlife may **S**wim

### Follow these rules wherever applicable:

**Decide** the dealer by a die roll, i.e., the player who rolls the largest number.

**Deal** cards to players starting from the left of the dealer.

**Start** the game with the player to the left of the dealer.

**Draw** cards from the top of the deck.

**Return** cards to the bottom of the deck.

**Winner** is the player/team with the most cards. The result is a draw if players/teams have the same number of cards.

Each game fulfils one or more of the five learning areas: Aesthetics and Creative Expression (ACE); Discovery of the World (DOW); Health, Safety and Motor Skills Development (HSMD); Language and Literacy (LL); Numeracy (NUM)

### Game 1: Go Wild

Learning areas: DOW, HSMD, NUM

Aim: To introduce types of wildlife, their habitats and movements, and appropriate behaviours when we encounter them

Challenge level: 1–2

Number of players: 2–6

Cards needed: Wildlife, Habitat, Movement, Behaviour, Wild

### How to play:

1. Shuffle all cards and deal them face down to players.
2. Players take turns to take their top card and flip it over at the centre of the table. These cards form the common pile.
3. When the player's card matches the preceding card in the common pile, all players try to be the first to put one hand on the card (common pile) and shout out 'Wild!'. The first player to do both actions claims the common pile. The cards go into player's hand to be used in the game.
4. The game resumes with the player who had claimed the common pile.
5. For play at Level 1, match cards by colour i.e., Wildlife, Habitat, Movement or Behaviour.
6. For play at Level 2, match cards according to their specific Habitat, Movement or Behaviour, for e.g., Mangrove Forests to Mangrove Forests, Swim to Swim, Do to Do.
7. Players who run out of cards are out of the game.
8. The game ends when all cards are claimed.

### Game 2: Wild Hands

Learning areas: DOW, HSMD, LL

Aim: To introduce appropriate behaviours when we encounter wildlife

Challenge level: 2–3

Number of players: 2 teams of 2–4

Cards needed: Behaviour

### How to play:

1. Shuffle all cards and set the deck aside face down.
2. In each turn, one team (Team A) draws a card and does not show it to the other team (Team B).
3. One player in Team A then reads out the behaviour on the card to Team B, omitting the orange words of 'Do' or 'Do not'. The rest of the players in Team A are allowed to help the player read the card.
4. Each player in Team B should respond with the correct hand gesture, i.e., thumbs-up or thumbs-down to state whether the behaviour is positive (Do) or undesirable (Do not).

- Team B gets to keep the card only if all players display the correct gesture at the first instance. Any changes are not allowed. If not, the card will be awarded to Team A.
- Team B takes its turn and resumes the game.
- The game ends when all cards have been played.

### Game 3: Wild Recall

Learning areas: DOW, LL, NUM

Aim: To encourage recall of the habitats and movements of wildlife

Challenge level: 2–3

Number of players: 2–6

Cards needed: Wildlife, Habitat or Movement, Wild (Habitat or Movement)

#### How to play:

- Shuffle the 8 Wildlife cards and set the deck aside face down to form the draw pile.
- Shuffle the 16 Habitat or 12 Movement cards and arrange them face down in rows of 4 on the table.
- In each turn, a player draws a Wildlife card and places it face up on the table.
- The player then turns over 2 cards on the table to try to match the Wildlife card. If the card does not match, it is turned back over immediately.
- If the card matches, the player keeps it.
- The player returns the Wildlife card.
- Players try to remember the location of cards on the table to make the matches when playing on their turn.
- The game ends when all the cards on the table have been taken.

### Game 4: Wild Match

Learning areas: DOW, LL, NUM

Aim: To reinforce understanding of where wildlife live and how they move

Challenge level: 2–3

Number of players: 2–6

Cards needed: Wildlife, Habitat, Movement, Wild (Habitat and Movement)

#### How to play:

- Combine and shuffle the 16 Habitat, 12 Movement and 2 Wild cards.
- Shuffle the Wildlife cards and set the deck aside face down.
- In each round, the dealer draws a card from the Wildlife deck and places it face up on the table.
- One card from the combined pile is dealt face down to each player.
- Players take turns to turn over their card to match it with the Wildlife card on display. For e.g., if the Smooth-coated Otter Wildlife card is on display, then all applicable cards are:
  - Parks and Gardens (Habitat)
  - Waterways, Rivers (Habitat)
  - Mangrove Forests (Habitat)
  - Walk/Run (Movement)
  - Swim (Movement)
- If a card matches the Wildlife card, the player gets to keep it.

- If the card does not match, it is returned to the combined pile.
- The dealer returns the Wildlife card after each round, draws and displays another Wildlife card to resume the next round.
- The game ends when no more cards are left in the combined pile.

### Game 5: Wild Moves

Learning areas: DOW, HSMD, LL, NUM

Aim: To reinforce understanding of where wildlife live and how they move

Challenge level: 2–3

Number of players: 2–4 pairs

Cards needed: Wildlife, Habitat, Movement, Wild (Habitat or Movement)

Other materials needed: Die, Exploring Our City in Nature Game Mat

#### How to play:

- The dealer is in charge of dealing cards only.
- Shuffle the 16 Habitat and 12 Movement cards and set the deck aside face down to form the draw pile.
- Each pair (Player 1 + Player 2) is a tag team. Player 1 goes first. Once Player 1 reaches 'End' (Step 30), Player 2 takes over. Player 2 enters mat and wait at 'Go!' while Player 1 exits the mat.
- Shuffle the 8 Wildlife cards and deal one card to each player lined up at 'Go!' on the Mat.
- Players show their Wildlife card and say, "I am the (Wildlife)".
- In each turn, players roll the die to determine the number of steps to move.
- Players who land on the same step share the step.
- When a player lands on a Habitat step, the dealer deals a Habitat card to the player. When a player lands on a Movement (Move like me!) step, the dealer deals a Movement card to the player.
- If the Habitat/Movement card matches the Wildlife, the player claims the Habitat/Movement card by keeping the card. For example:
  - When 'Plantain Squirrel' lands on a Habitat step, the Habitat card can be claimed if the player receives a Parks and Gardens, Forests or Mangrove Forests Habitat card.
  - When 'Plantain Squirrel' lands on a Movement step, the Movement card can be claimed if the player receives a Walk/Run or Climb Movement card.
- If the card does not match it is returned to the draw pile.
- For play at Level 2, conduits on the Mat are utilised, i.e., the Park Connectors, Nature Ways, and Waterways.
- The Wildlife must use the conduit immediately if it is able to perform the movement required by it, i.e., Walk/Run, Climb, Fly, Slither, Swim. For example:
  - 'Malayan Water Monitor' lands on step 12 should 'walk/run' to step 16 via a Park Connector.
  - 'Plantain Squirrel' lands on step 5 may not go to step 9 via the Waterway as it cannot 'swim'.
- The player may then claim the Habitat the same way as played at Level 1, after crossing the conduit.
- The game ends when all Habitat/Movement cards have been claimed.