

Use this resource for classroom games to help children remember animal groups and their features.

Who am I? Game

This is a guessing game where children have the name/image of an animal stuck on their back or forehead. They must guess which animal it is by only asking yes/no questions of other children. For example, “Am I mammal?”, “Do I have scales?” etc.

Before you start, you could brainstorm the types of questions that will be the most helpful to ask. The purpose of the game is to revise the features of different animal classifications.

The images attached cover mammals, amphibians, insects and birds; the groups that feature in the English Y5 Life Cycles Curriculum.

This can be followed by playing the **‘Corners’ Game**.

The teacher calls out different statements and the children go to the appropriate corner of the classroom, depending on the animal they have been given.

I am a predator/ I am prey (I am both?)

I am a carnivore/omnivore/herbivore

I am warm blooded/ I am cold blooded

I am a vertebrate/ I am an invertebrate

Then conclude with the statement:

I am a mammal/I am an amphibian/I am an insect/I am a bird

At this point the children in each animal group they can work together to produce a definition using can, have and are.

For example:

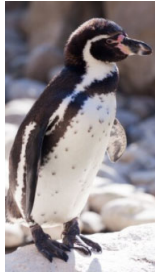
Mammals can produce milk.

Mammals have hair.

Mammals are warm blooded.

This works well as a whole class game but could also be done in smaller groups.

penguin



lion



ant



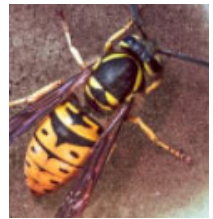
dragonfly



crow



wasp



moth



hawk



frog



toad



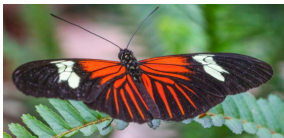
newt



salamander



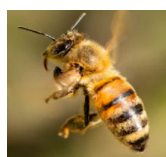
butterfly



ladybird



bee



beetle



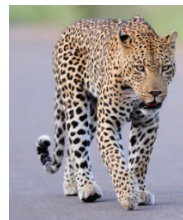
dog



whale



elephant



leopard

mouse



rabbit



gorilla



hedgehog



robin



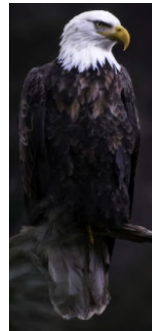
partridge



owl



eagle



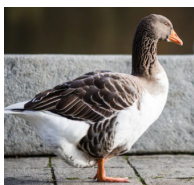
swan



ostrich



goose



blackbird



snake



turtle



lizard



spider



worm



tarantula



tortoise



crocodile

