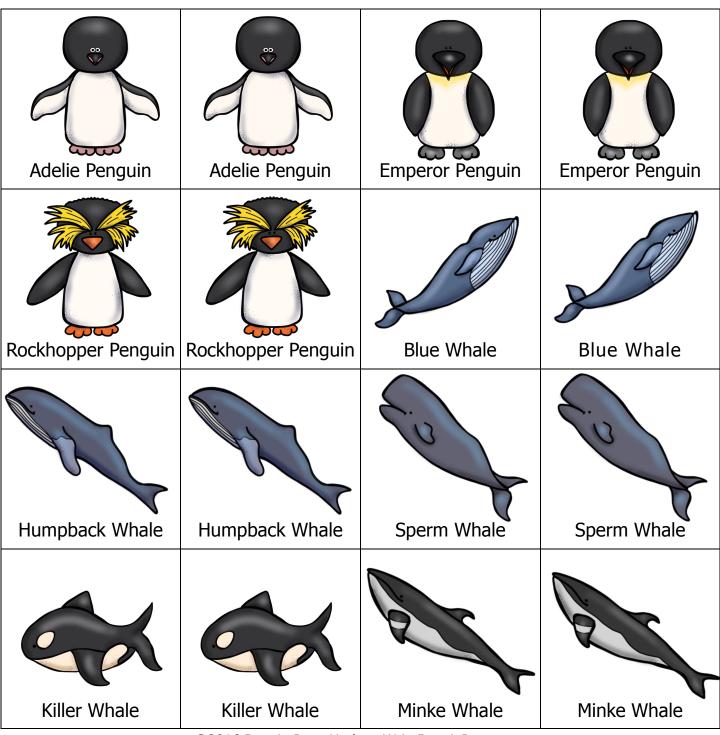
Animals of the Antarctic Game 1

Print the animal cards on this page and the next page. Cut the cards apart on the solid lines. Place the cards face-down in a pile. Each player should draw two cards on his turn and see if they match. If they do not match, player returns both cards to the pile and his turn ends. If they match, player places both cards face-up in front of him and his turn ends. When all the cards have been drawn and correctly paired with their match, the game ends. The player with the most pairs of correctly matched animals wins!



Animals of the Arctic Game 2

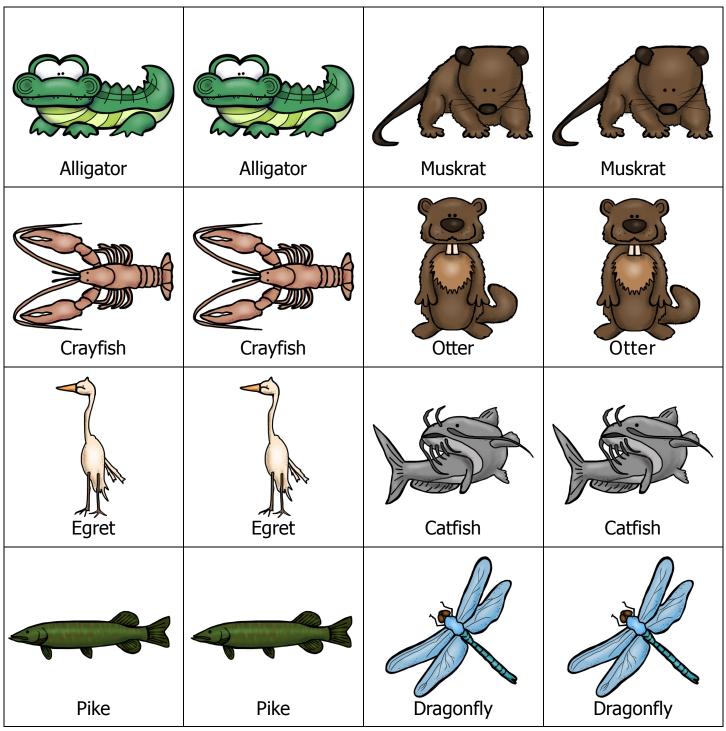
Print the animal cards on this page and the next page. Cut the cards apart on the solid lines. Place the cards face-down in a pile (or you may choose to have one pile of animal cards and one pile of fact cards). Each player should draw two cards on his turn and see if the fact card matches the animal card he has drawn. If they do not match, player returns both cards to the pile and his turn ends. If they match, player places both cards face-up in front of him and his turn ends. When all the cards have been drawn and correctly paired with their match, the game ends. The player with the most pairs of correctly matched animals and facts wins!

Note: You may wish to print multiple copies of these pages so that each player can have a card with the animal and the corresponding fact. Or, you may wish to add a quiz component to the game and designate only one person to hold a copy that reveals the correct pairing.

Caribou	This member of the deer family has antlers with up to 44 points. Unlike any other type of deer, the females have antlers, too.	Arctic Fox	This animal has fur on its feet to keep it warm, lives in burrows, and has a litter of up to 14 pups each year.
Lemming	This member of the rodent family has a short body, small eyes, and long, soft fur.	Moose	This largest member of the deer family has long legs, a huge muzzle, and a bell of loose skin under its neck.
Narwhal	The males of this species have a long tusk above their mouths and live along the coasts and in the rivers of the Arctic.	Northern Fur Seal	This animal has brown fur, likes to live in groups, and is known for being very loud.
Harp Seal	These earless seals lose their fluffy white coats after they are about two weeks old. They can be found from the Kara Sea in Russia west to the Gulf of St. Lawrence in Canada.	Walrus	These mammals are known for their long tusks, bristly whiskers, and flippers.

Animals of Freshwater Marshes Game 1

Print the animal cards on this page and the next page. Cut the cards apart on the solid lines. Place the cards face-down in a pile. Each player should draw two cards on his turn and see if they match. If they do not match, player returns both cards to the pile and his turn ends. If they match, player places both cards face-up in front of him and his turn ends. When all the cards have been drawn and correctly paired with their match, the game ends. The player with the most pairs of correctly matched animals wins!



Animals of the Mountains and Forests Game 2

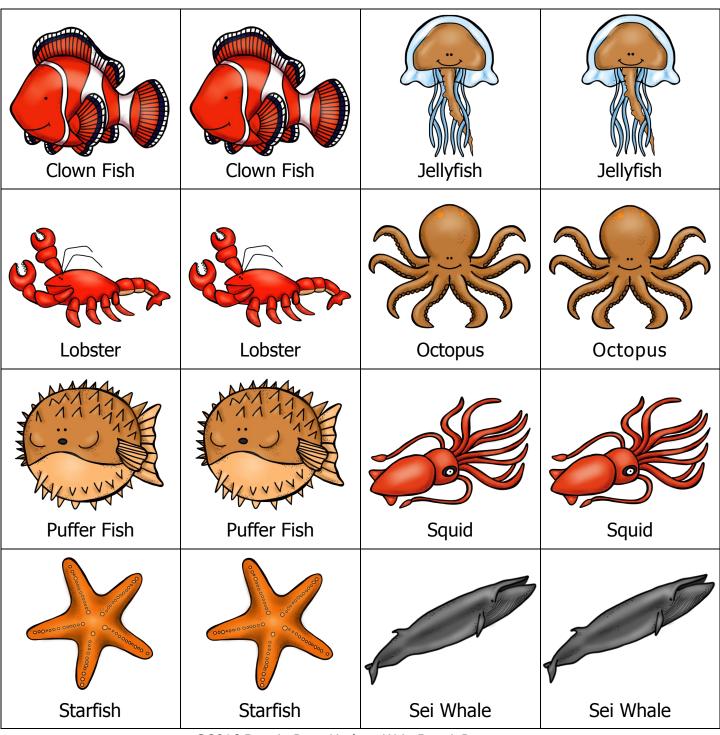
Print the animal cards on this page and the next page. Cut the cards apart on the solid lines. Place the cards face-down in a pile (or you may choose to have one pile of animal cards and one pile of fact cards). Each player should draw two cards on his turn and see if the fact card matches the animal card he has drawn. If they do not match, player returns both cards to the pile and his turn ends. If they match, player places both cards face-up in front of him and his turn ends. When all the cards have been drawn and correctly paired with their match, the game ends. The player with the most pairs of correctly matched animals and facts wins!

Note: You may wish to print multiple copies of these pages so that each player can have a card with the animal and the corresponding fact. Or, you may wish to add a quiz component to the game and designate only one person to hold a copy that reveals the correct pairing.



Animals of the Ocean Game 1

Print the animal cards on this page and the next page. Cut the cards apart on the solid lines. Place the cards face-down in a pile. Each player should draw two cards on his turn and see if they match. If they do not match, player returns both cards to the pile and his turn ends. If they match, player places both cards face-up in front of him and his turn ends. When all the cards have been drawn and correctly paired with their match, the game ends. The player with the most pairs of correctly matched animals wins!



Animals of the Rainforest Game 2

Print the animal cards on this page and the next page. Cut the cards apart on the solid lines. Place the cards face-down in a pile (or you may choose to have one pile of animal cards and one pile of fact cards). Each player should draw two cards on his turn and see if the fact card matches the animal card he has drawn. If they do not match, player returns both cards to the pile and his turn ends. If they match, player places both cards face-up in front of him and his turn ends. When all the cards have been drawn and correctly paired with their match, the game ends. The player with the most pairs of correctly matched animals and facts wins!

Note: You may wish to print multiple copies of these pages so that each player can have a card with the animal and the corresponding fact. Or, you may wish to add a quiz component to the game and designate only one person to hold a copy that reveals the correct pairing.

