Title of Lesson: Parent/Baby Memory Game
Theme: Life Science
Unit Number: **Unit Title:**
Performance Standard(s) Covered (enter code):
SKL2 (Students will compare the similarities and differences in groups of organisms.)
       c. Recognize the similarities and differences between a parent and a baby.
       d. Match pictures of animal parents and their offspring explaining your reasoning.
Enduring Standards (objectives of activity):
       Habits of Mind
          ☐ **Asks questions**
          ☐ **Uses numbers to quantify**
          ☐ **Works in a group**
   ☐ **Uses tools to measure and view**
   ☐ **Looks at how parts of things are needed**
   ☑ **Describes and compares using physical attributes**
   ☐ **Observes using senses**
   ☐ **Draws and describes observations**

Content (key terms and topics covered):
Animals, growth, parent, baby, similar/alike, different.

Learning Activity (description in steps)
Abstract (limit 100 characters): Students will match pictures of parent animals and corresponding offspring through a Memory Game.

Details: After having a lesson on comparing animal parents to their babies, I decided to play this game to assess their understanding and also for them to have fun. A regular Memory Game consists of a group of upside-down pictures in which the player attempts to find all the pairs of identical pictures. During each turn, the player is allowed to flip/uncover only two pictures. If the two chosen pictures are the same, they are kept uncovered and the turn ends. If the two pictures are not the same, they are flipped back over and the turn ends. The game ends when all of the pairs have been found. In this case, instead of matching identical pictures, the students will try to match a picture of a parent animal to the picture of its baby/offspring (example. choosing the picture of an adult dog and the picture of a puppy). A group of 16 animal pictures were printed on Blue Matte Paper. This type of paper was used to prevent the visibility of the pictures when upside-down. The pictures can be laminated to provide additional support against bending. Before placing the pictures on the table where the students were seated, the rules were explained. The pictures were randomly placed upside-down, next to each other, forming 4 columns and 4 rows. The students took turns clockwise. Every time they flipped a picture, I asked them what animal was in the picture to keep practicing the vocabulary. After all pairs have been found, I went over the naming and correct pairing as I picked the pictures up.

Parent/Baby pairs chosen for in this activity: dog/puppy, kangaroo/joey, cat/kitten, bear/cub, butterfly/caterpillar, duck/duckling, eagle/eaglet, frog/tadpole.

Materials Needed (type and quantity):
Day of lesson:
    Cards/Pictures of the animals
Preparing lesson:
    Printer
    Scissors
    Blue Matte Paper (or any type thicker than regular copy paper)

Notes and Tips (general changes, alternative methods, cautions):
More pictures could be added to the activity if you want it to last longer. A point system could be established to reward the student that found the most pairs.
Cautions: Do not allow students to flip/uncover more than two pictures during their turn. Some tried bending a picture a little to see what was the animal without actually flipping it; this should be considered cheating. Do not allow students to flip a picture when it is not their turn yet. A good method to prevent this is to have a penalty system where the student looses his/her next turn.
Alternative method: SmartBoard Memory Game
Instead of printing out pictures of the animals and their offspring, insert the pictures in a SmartBoard presentation with a movable square on top of each picture. The student will be allowed to uncover only two pictures, and if it is not a parent/baby match the student should cover these pictures again with the squares. If the student matches a parent/baby, he/she can move the squares to one side and leave them there for the rest of the game. Any other details should remain the same.

Sources/References:
1) Whose Baby? By Jason Amber (Big Book)
2) Google Images
3) Click here to enter text.