

PLAYING WITH



1. GET TO KNOW YOUR ANIMALS

2. CHOOSE A GAME TO PLAY

3. CONNECT WITH YOUR ANIMALS OFTEN

BEFORE PLAYING: Meet your animals. Spend as much time as you need looking at and touching the animal cards. Your child will likely have favorites. Ask them about their favorites: What about this animal do you like so much? What do you know about this animal? What would you like to know? Look for moments of connection (mealtime, travel time, bedtime, cuddle time) to play. Try the “Animal Comfort” game to prepare for moments of potential stress (dr. appointments or grocery shopping, for example). Have fun!

GET STARTED WITH 3 WAYS TO PLAY

Once Upon a Time – 2 or More Players

1. Choose up to 5 cards and make up a story that includes all your animals.
2. Try to include the purpose of the card in some way in your story. For example, if the Hummingbird is one of your animals, you would include something about a fast heartbeat.

Pick a Card, Any Card – 2 or More Players

1. Move the green and gray colored cards to the side.
2. From the remaining cards, pick a card, any card, and talk about it any way you'd like to. Here are some conversation starters:
 - Read the fun fact about your animal. What else do you know about this animal?
 - When have you felt or acted like your animal? Tell about the situations, including who was involved, what you saw, heard, did and how you felt.
 - Next time you feel like this animal, what is one or more things you can do to respond? (Refer to the Connection Zoo® Feelings Chart for ideas)
 - Choose a question on the back side of the card to answer.

Which Animal Would You? Could You? - 3-4 Players

1. Remove the green and gray colored cards and place all other cards in a pile in front of you.
2. Each player will choose 4 cards to start.
Once all players have their 4 cards, each will take turns rolling a dice and completing the activity below associated with the number rolled. Continue taking turns rolling the dice until all the cards are gone.
 - Give 1 of your cards to the player on your left
 - Pick 1 card from the pile
 - Pick 2 cards from the pile
 - Take 1 card from any player
 - Give 1 of your cards to the player on your right
 - Trade 1 of your cards for another player's card of your choice
3. Once all the cards have been distributed to players, each player will look at their cards and, taking turns, will answer one or more of the following questions. (Option to award 5 points for each question a player answers)
 - Which of your animals would you like to be? Why?
 - Which of your animals would you not like to be? Why?
 - Which of your animals could you help? How?
 - Which of your animals could help you? How?

ONCE YOU'RE MORE FAMILIAR WITH THE CONNECTION ZOO® ANIMALS, SEE OTHER SIDE FOR MORE WAYS TO PLAY!

Get printable zookeeper images, goals sheets and scoresheets online at: <https://connectionzoo.com/free-connection-zoo-printables/>

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MORE WAYS TO PLAY!

Word Discovery – 1 or More Players

1. Choose an animal and write the animal name on a piece of paper.
2. See how many words you can make from the letters in the animal name.
(Option to award 1 point for each word you discover and 5 points for each word that is related to that animal.)

Animal Comfort

1. When you have a situation coming up that makes you feel worried or anxious, choose the animals that you think will comfort you or help you prepare.
2. Ask Yourself:
 - How can this animal help me feel more prepared for my situation?
 - What do I think they would tell me to help me feel more comfortable?
3. Take one or more of your animals with you to remind you of the calming practices, thinking or skills that will help you feel more comfortable, confident, or successful in this situation. Don't forget to look at the Prep Talk card also.

Fun Fact Frenzy

Pick an animal, read the animal name and fun fact. Then using a computer, books, or people you know, collect as many fun facts as you can find.

(Option to award 1 point for each fun fact you discover)

Create a Zoo

Option 1:

Using a piece of paper and crayons, pens or colored pencils, create a zoo. Put your animal cards in the habitats you created for them.

Option 2:

Use a variety items you find indoors or outdoors to create a zoo. Put your animal cards in the habitats you create for them.

What Animal Am I? – 2 or More Players

Choose an animal card and don't let anyone see it.

1. Move or make sounds like your animal or share fun facts.
2. Ask others to guess what animal you are.
3. Move to the next player and repeat steps 1-4.

Animal Rollers – 2 or More Players

1. Remove the green and gray colored cards and place all other cards in front of you.
2. Each player, taking turns, will pick a card, roll the dice, then complete the activity below associated with the number rolled.
 - If this animal had superpowers, what would they be?
 - Make up a story, poem, or song about the animal on your card.
 - As a zookeeper, what advice would you give this animal?
 - Move or make a sound like you think this animal would.
 - Answer a question on the back side of the card.
 - Tell about a time when you felt or acted like the animal on your card. Who was involved, what did you see, hear, do, and feel?(Option to award 1 point for each activity your complete.)

Storytime

1. Read a story.
2. Pick a character and a situation in the story (you may choose additional characters or situations as well).
3. Respond to the following questions or think of your own questions.
 - Are there any Connection Zoo® animals that represent how this character was feeling in this situation?
 - What does this character need in this situation?
 - Are there any Connection Zoo® animals that can help this character?
 - How might this character feel if they got this help (from themselves or others)?
 - How might the outcomes be different if this character got the help they need?
 - What other Connection Zoo® animals showed up in this story (the feeling, emotion, skills or thinking they represent)? What was the situation? What happened as a result of those animals showing up?