

In The Rainforest

Written by ©Ellen Baumwoll. Illustrated by ©Barbara Hamburger.





p.2.



The rainforest's a hot and humid place,
With more plants and animals than any other space.
A jungle where the rare and exotic abound,
The oldest living ecosystem around.
In the rainforest...

Hoppity-hop, frogs flop.



p.3.



Swing and sway, monkeys play.



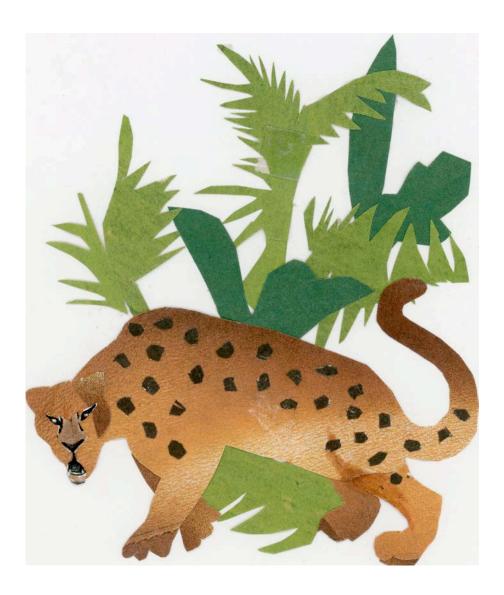
p.4.



Chitter and chatter, parrots clatter.



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Slink and walk, jaguars stalk.



p.6.



Dig and grunt, wild boars hunt.

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Hanging high, sloths cry.



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Puff and blow, crocodiles crow.



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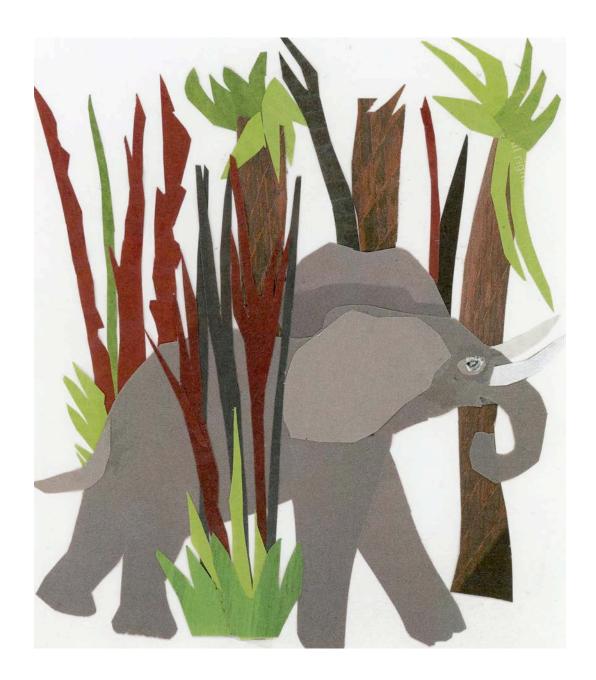


Slurp and pick, anteaters lick.

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Amble and grumble, elephants rumble.



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Screech and claw, toucans caw.



p.12.



Crawl and creep, iguanas leap.



p.13.



With zip and zeal, tapirs squeal.



p.14.



In the rainforest, frogs flop, monkeys play, parrots clatter, jaguars stalk, wild boars hunt, sloths cry, crocodiles crow, anteaters lick, elephants rumble, toucans caw, iguanas leap, and tapirs squeal.



"In The Rainforest" Concentration or Memory Card Game Directions for Beginners. p.15.

Two sets:

- 1. Print two sets of cards, 24 in all.
- 2. Laminate or paste on card stock and cut out.
- 3. Keep in sets of 12.
- 3. Mix one set of 12 cards and place them face up in rows.
- 4. Mix the second set of 12 cards and place it face down in a stack or hold them face down.
- 5. Turn one card over at a time and match it to the face up card. Say "Where is the jaguar card? Good." And so on. Place the pairs of cards together.
- 6. Continue until all the cards are matched. Play again to perfect.



"In The Rainforest" Concentration or Memory Card Game Directions. p.16.

Concentration or Memory is a card game designed for two-four people, although a single player can play the game, too.

Print 2 copies of each page, 24 in all.

Paste on card stock or laminate.

Cut out individual cards and keep in pairs.

Note: For beginners, use 6-8 pairs of cards. For younger children use 7-12 pairs of cards and gradually add more pairs when the child can play with that amount.

You will need: Pairs of cards and a flat surface like a table.

<u>Directions:</u> Cards are placed face down, randomly shuffled around, and then laid out in an even grid, face down. Players take turns flipping pairs of cards over. On each turn, the player will first turn over one card and then a second. If the two cards match, the player scores one point, the two cards are removed from the game and kept by the player who won them, and the player gets another turn. If the cards do not match, they are turned back over in the same place and the next player goes. When cards are turned over, it is important to remember where they are for when the matching card is turned up later in the game.

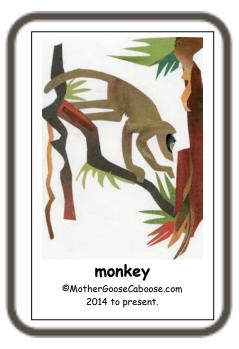
The object is to match more pairs of cards than the opposing player. (One point is scored for each matched pair, and the player with the highest score after all cards have been matched wins.)



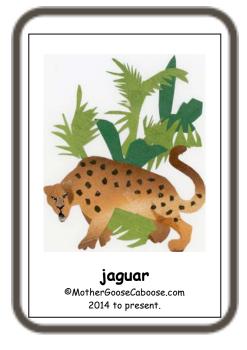
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