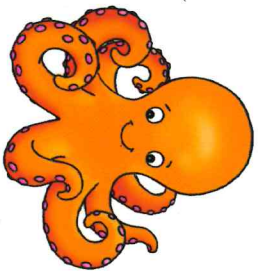
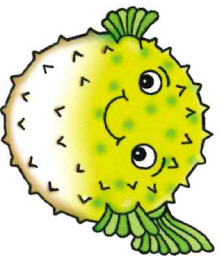


The Ocean



octopus



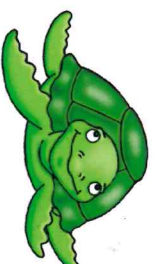
puffa fish



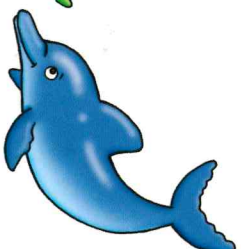
crab



starfish



turtle



dolphin

 Ocean habitats are large areas of salty seawater. Rocks, mud, sand and seaweed make homes or hiding places for many underwater creatures.

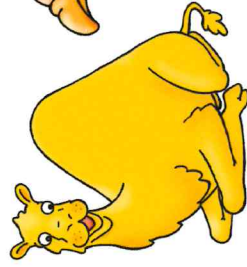
 Some creatures, like crabs, can breathe underwater. Others, like dolphins, swim to the surface and breathe air using a blowhole on the top of their head.

 An octopus has a soft, squidgy body and eight limbs. They like to eat crabs and fish. Some types of octopus can be bigger than adult humans!

 Puffa fish have very stretchy stomachs and can inflate their bodies by sucking in water or air. They do this to stop other sea creatures from trying to eat them.

 Almost three quarters of the Earth's surface is covered with water. It's because of this that Earth is often called the "Blue Planet".

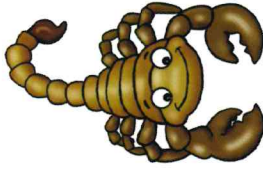
The Desert



camel



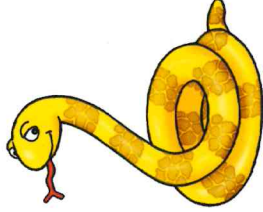
vulture



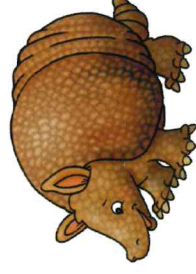
scorpion



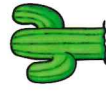
lizard



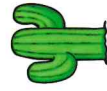
rattlesnake



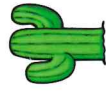
armadillo



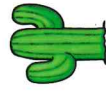
Some deserts can get less than 1cm of rainfall a year! Despite this they are rich habitats, and provide homes for many plants and animals.



Vultures are carnivores, which means that they eat meat. They like fresh meat but can also eat rotten flesh from dead animals. Yuck!



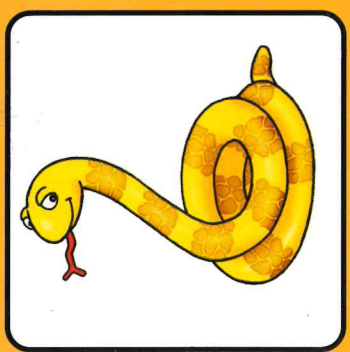
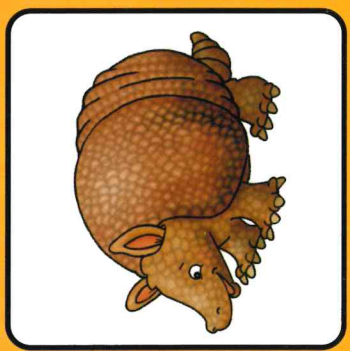
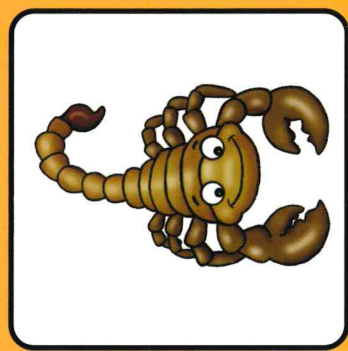
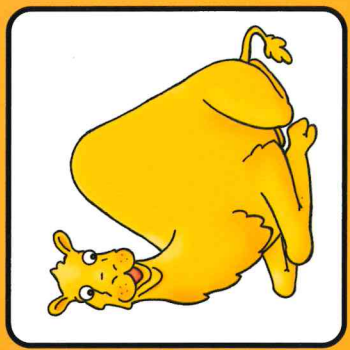
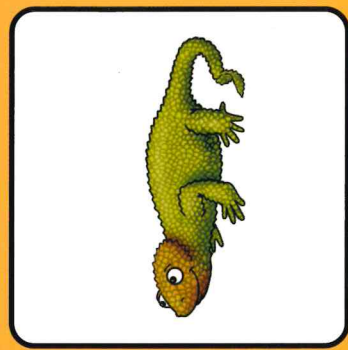
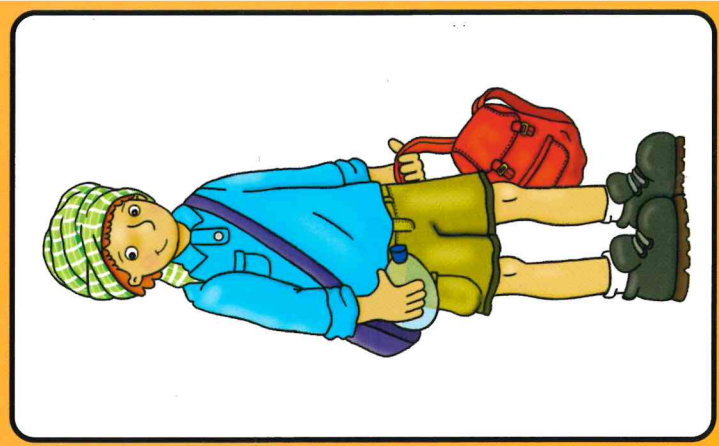
Camels can go for days without food and water. They store fat inside their big humps to keep themselves energised!

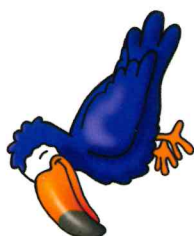
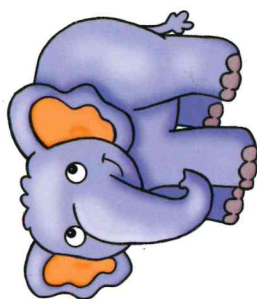
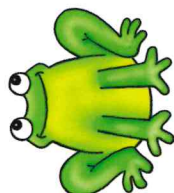
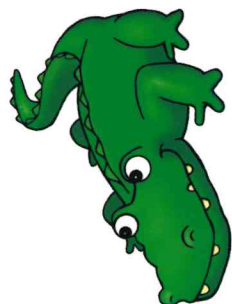
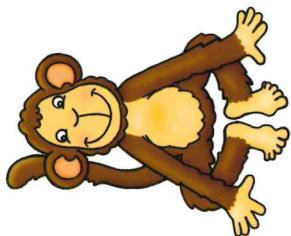
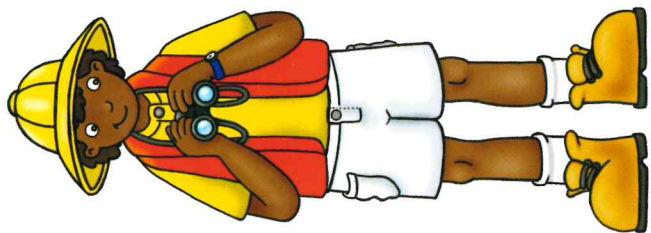


Armadillo is a Spanish word that means "little armoured one". They are called this because they have bony plates that cover their back, head, legs and tail. When scared, they curl up into an armoured ball for protection.

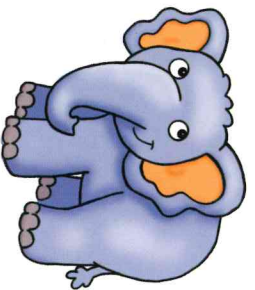


The Sahara desert in Africa is the largest hot desert in the world. During the day it gets very hot indeed, but at nighttime the temperature can fall below freezing! Brrr!

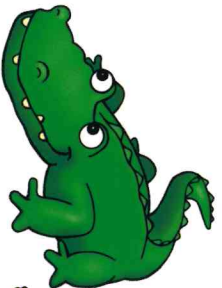




The Rainforest



elephant



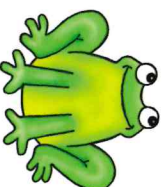
crocodile



monkey



toucan



tree frog



tiger



Rainforests are found in hot countries around the Equator. They get their name from the amount it rains, which is almost every day in most rainforests!



Some species of elephant live within rainforests. They are big creatures and need a lot of food to keep themselves going. They can eat up to 136 kilograms of food in one day; this is about the same as 136 bags of sugar in weight.



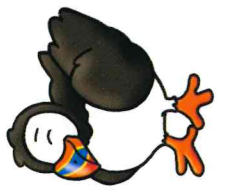
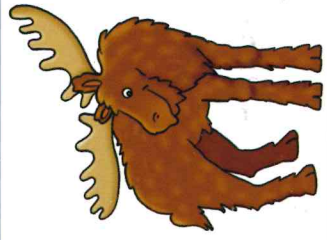
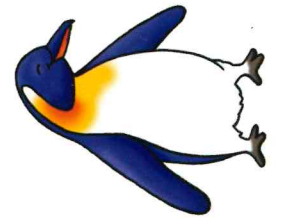
Vines are a type of plant that grows in the rainforest. They can reach a length of 200m, which is nearly as long as two football pitches!



Toucans are at home in the rainforest tree canopy. They have long beaks that measure about 19cm in length - about the same size as a banana!



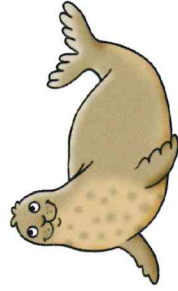
The stripes of the tiger enable it to hide easily within the environment of the rainforest. This is perfect for hunting, as the tiger can get close to its prey without being seen.



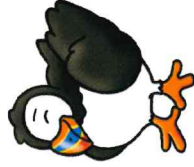
The Polar Regions



polar bear



seal



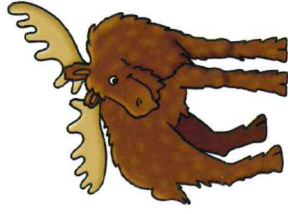
puffin



husky



penguin



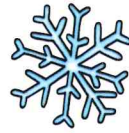
moose



Polar regions are cold, windy, and covered in lots of snow and ice, but many animals, birds and fish still survive there!



Polar bears actually have black skin. It is their furry coats that make them look white, as the hollow hairs reflect light!



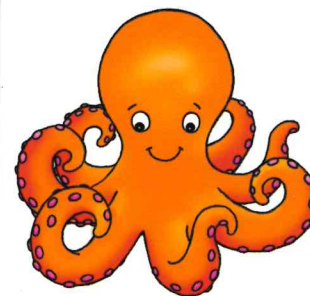
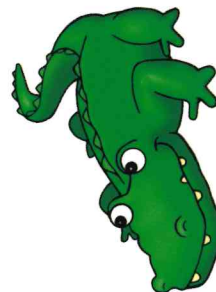
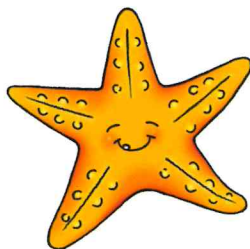
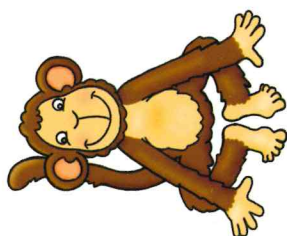
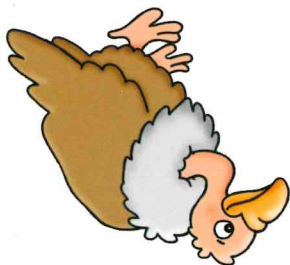
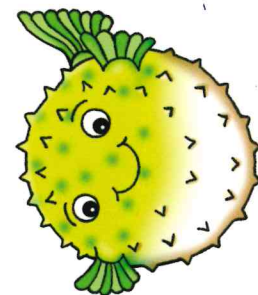
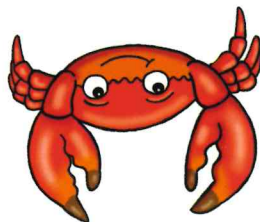
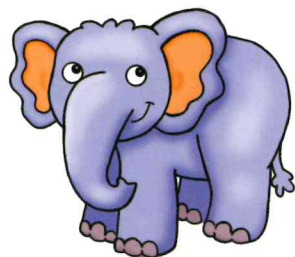
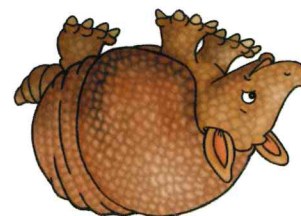
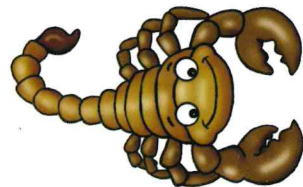
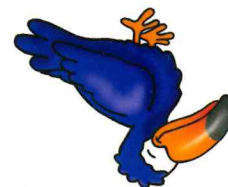
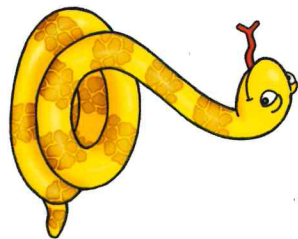
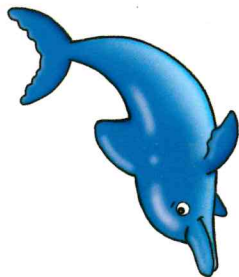
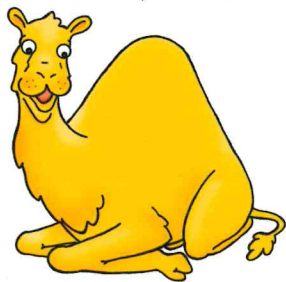
Some species of seal are perfectly adapted to live in polar regions. They have big eyes to enable them to see underwater, a thick layer of blubber to keep them warm in the icy temperatures, and webbed feet to propel them quickly when swimming.

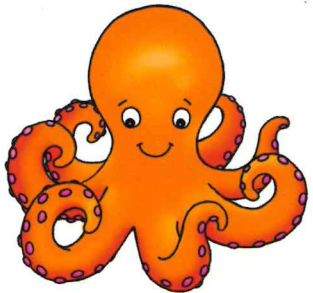
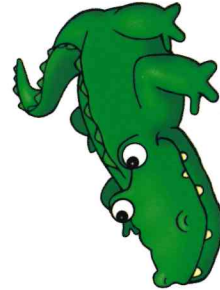
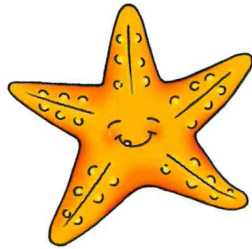
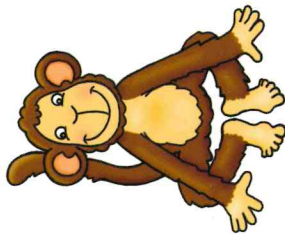
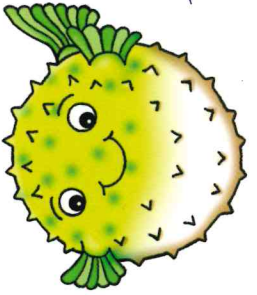
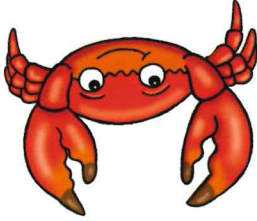
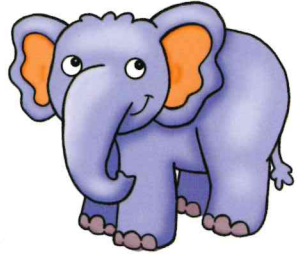
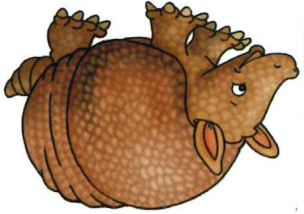
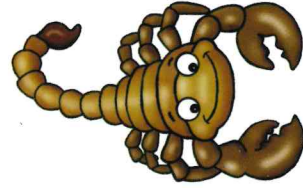
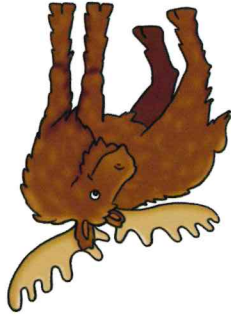
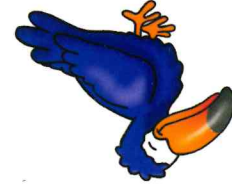
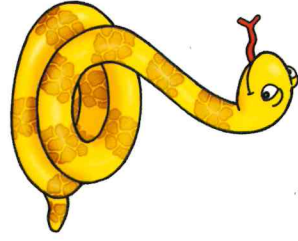
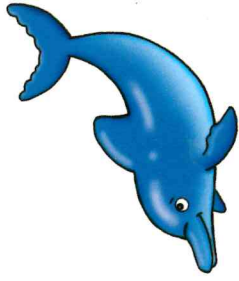
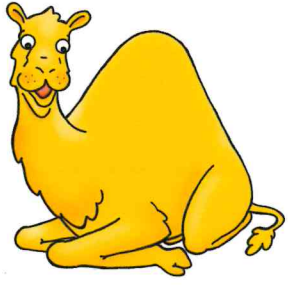


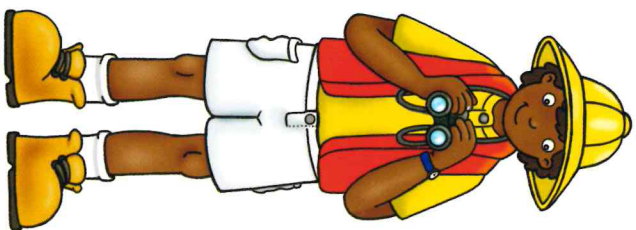
In some polar regions trees and bushes cannot grow, so many animals make their homes in holes in the ground, or in caves made from the snow.



Polar regions only have two seasons: summer and winter. In summer it never gets dark and in the winter it is dark all of the time.







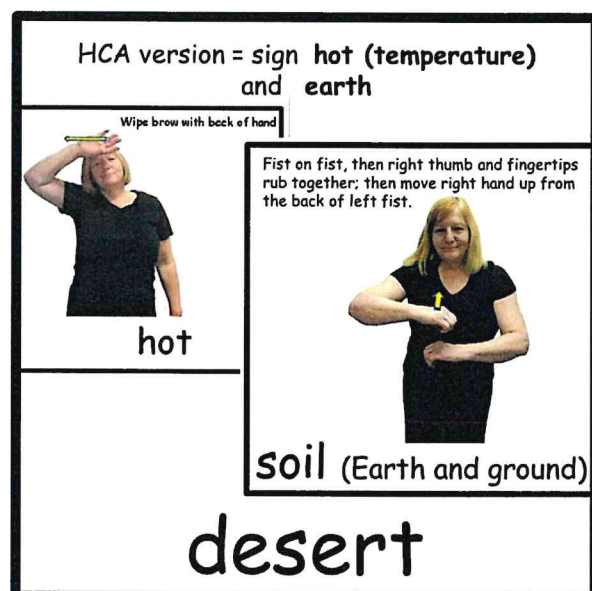
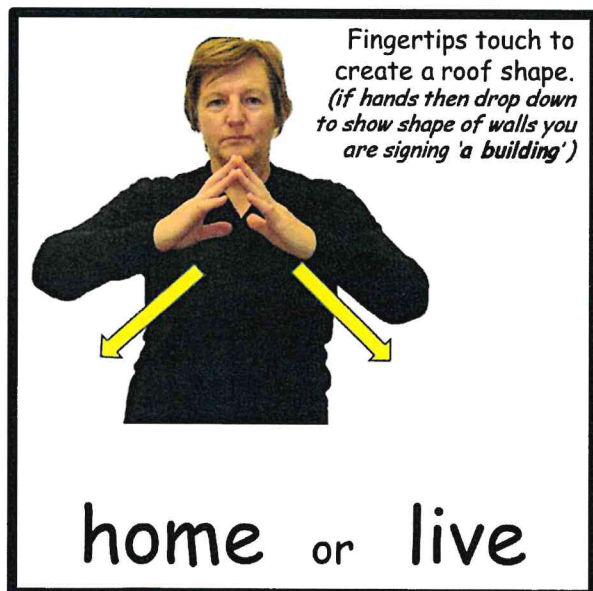
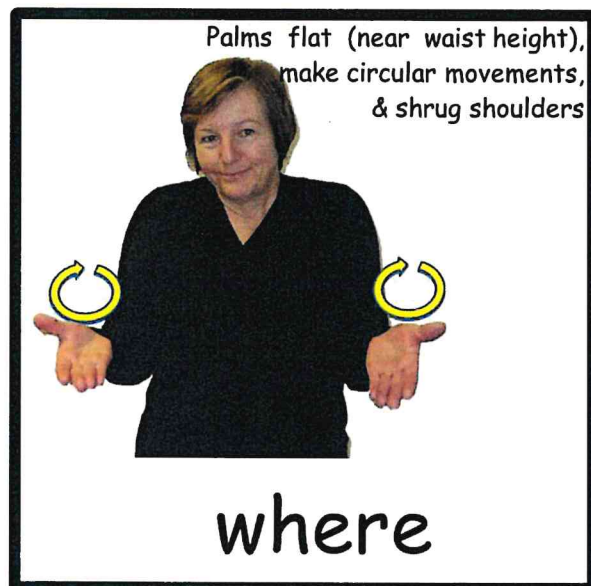
Where do I live game

Aims of game:

To teach turn taking and also matching groups (eg what you might see in a particular environment)

To teach signing of animals, birds and other creatures

To teach colours

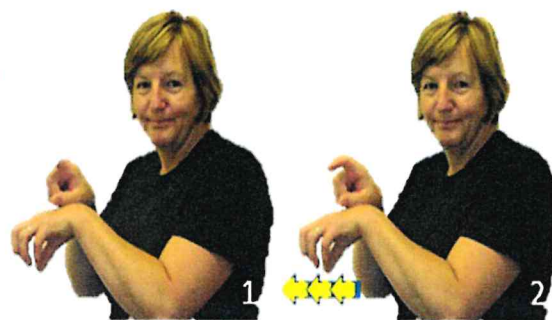


Right flat palm sweeps over top of head and then sign bird (index finger and thumb touch and open to represent a beak)



vulture

One hand makes a c-shape and sits on top of other clawed hand (*fig 1*), then both hands scuttle forwards, (*fig 2*)



scorpion

Index finger slithers up palm of other hand



lizard

Start with middle and index fingers flicking off thumb held near to your mouth (to represent snake's forked tongue), then move 'v-shaped' fingers forwards in a slithering action



snake

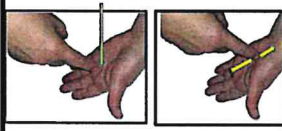
HCA version = sign protect, skin and animal

Fists placed back to back, close to chest. Then push both forwards together, away from your chest



protect

Press index finger down firmly onto palm of other hand, close to the fingers, and then slowly slide the index finger towards wrist.



skin

Middle 2 fingers bend to touch thumb



animal

armadillo

Hand makes hump shapes (1 or 2 humps depending on type of camel). *The illustration shows a Bactrian camel which has 2 humps. The Dromedary camel only has 1 hump*



camel

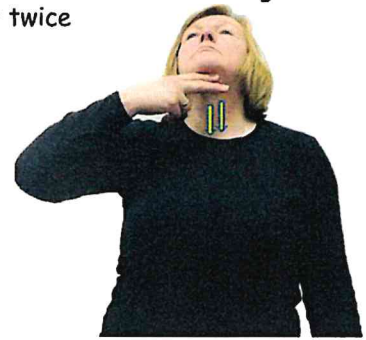
HCA version = Index fingers outline shape of glasses and then point forwards



explorer

Makaton = Index finger and thumb pluck upper neck twice

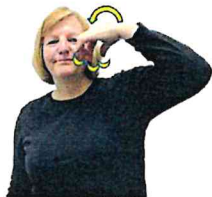
STC = Thumb and first 2 fingers stroke throat twice



thirsty

Sign water and mime drinking from a bottle by taking thumb to mouth

Bent fingers flicker against cheek several times as you say 'water'



water



water bottle

Sign prickly and plant

Right hand fingertips move sharply up from back of the left palm which remains flat



prickly

Sign plant (right hand behind a left curved hand moves up and around as shown in photo... and then raise hand of 'plant' so that the index finger points upwards a bit further)



plant growing

cactus

Index finger and thumb of right hand make contact (to mime pressing button on camera to take a photograph)



camera

Thumbs rub along fingertips twice.
Hands are positioned with both palms downwards



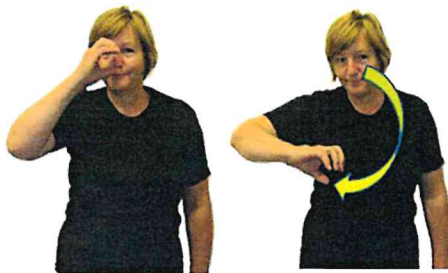
dry

Mime picking up sand (*fig 1*) and letting it flow through fingers (*fig 2*), finish with hands clenched (*fig 3*)



sand

Cupped hand makes shape from nose curving down to show shape of elephant's trunk



elephant

Clawed hands mime scratching armpits



monkey

Starting at head-height, flutter fingers as hands move down in front of body



rain

HCA version = sign rain and trees (forest)

Cradle elbow in palm of other hand and shake wrist from left to right (*tree*), then rotate wrist so that palm is facing you and twist back. Repeat this twisting action as both arms move 3 times across front of your body (*3 trees*)



woods or forest

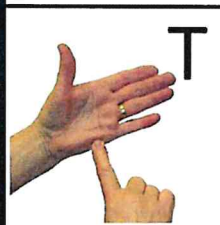
rainforest

Palms together open and close twice in front of you, to mimic jaws of crocodile or alligator opening and closing



alligator and crocodile

HCA version = sign letter T and bird



bird = Index finger and thumb, positioned close to cheek, touch to represent a beak opening and closing.

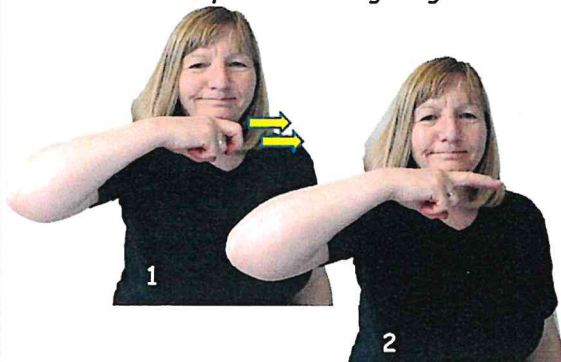
For birds, repeat the action, moving hand position slightly away from cheek when creating the beak shape



bird

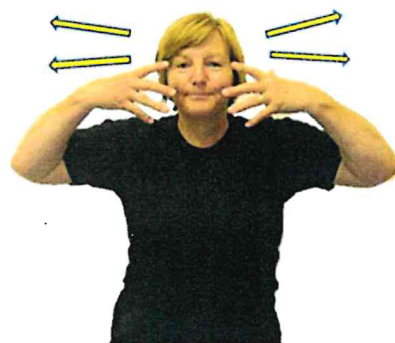
toucan

Index and middle fingers burst open twice under chin, to mimic the frog trying to catch a fly with it's long tongue



frog

Fingers spread wide, at each side of your nose are then moved outwards to represent very long whiskers



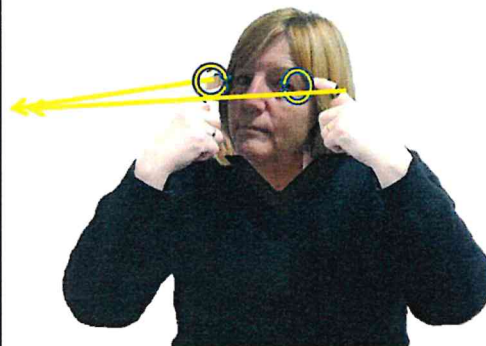
tiger

Palm down, but fingers fluctuating up and down, makes circular movement in front of body to indicate a pool of water



pond

HCA version = Index fingers outline shape of glasses and then fingers point forwards to converge at arms-length at eye-level



binoculars

HCA version = sign long and plant

Index finger and thumb make small quick spiral movements, followed by a large forward arc with emphasis



long

Left hand holds imaginary drink. Back of right hand moves between left thumb & fingers, & as right hand fingers are exposed the right hand rotates so that palms touch. The right hand then continues up until left fingers rest on right wrist (same as new)

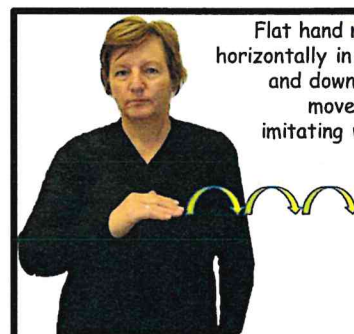


plant

vine

Sign sea

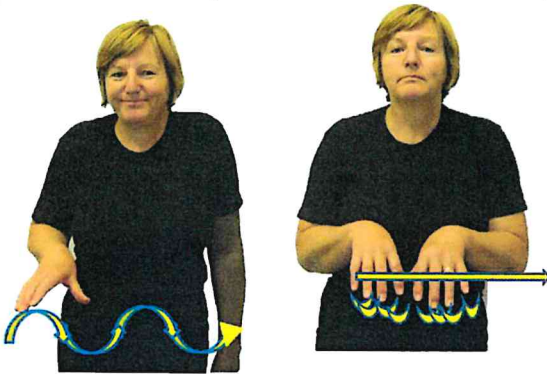
Flat hand moves horizontally in an up and down wavy movement, imitating waves



sea

ocean

Your right hand makes a wavy line to the left, and then both sets of fingers wiggle slightly to the left to represent the tentacles moving



octopus

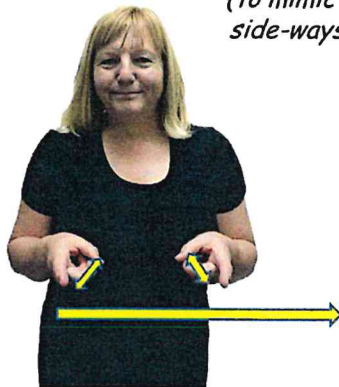
HCA version = puff cheeks out and then sign fish



fish

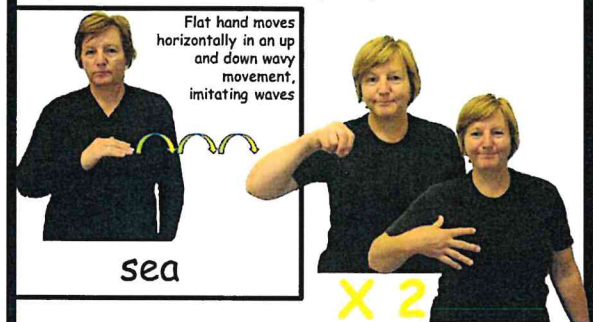
puffa fish

Index fingers and thumbs open and close several times as formation moves to the left (to mimic crabs' side-ways walk)



crab

Also known as a Sea Star. Sign sea and sign a star on your chest (fist of right hand opens, closes and then opens)



sea

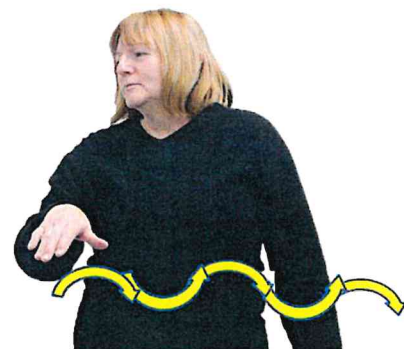
starfish

Right wrist holds left wrist, then thumb of left hand is moved around to represent turtles head moving



turtle

Look sideways (to your right) and make waves of the sea going to the left with right hand



dolphin

HCA version = sign down and swimming

Index finger points downwards
(about 30 cms down, or even lower)



down

Mime swimming the breaststroke



swimming

diver

Mime blowing thumb (as if it was the bubble wand) then hand moves upwards and outwards with fingers and thumb opening and closing to represent bubbles floating and bursting



bubbles

HCA version = sign cold and Earth

Mime shivering.
Regional variations:
may cross over arms or
keep arms closer to
sides of body



cold

(as in body heat and any measure of temperature)

Fist on fist, then right thumb and fingertips rub together; then move right hand up from the back of left fist.



soil (Earth and ground)

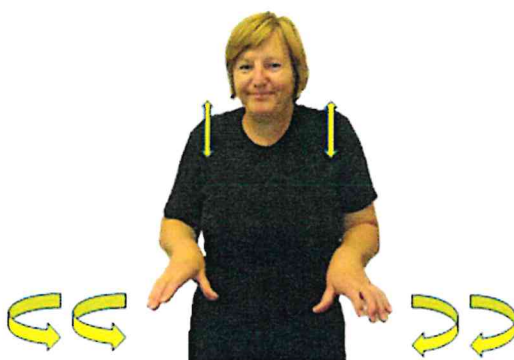
polar region

Sign ice (clawed hand is drawn back sharply) with 1 hand
and bear (arms across body hold shoulders)



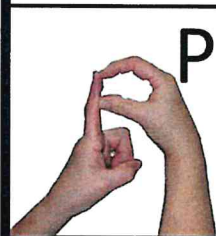
polar bear

Shoulders move up and down as hands circle twice by waist



seal

HCA version = sign letter P and bird



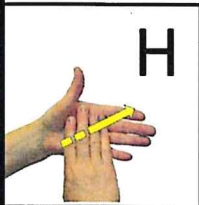
bird = Index finger and thumb, positioned close to cheek, touch to represent a beak opening and closing.
For birds, repeat the action, moving hand position slightly away from cheek when creating the beak shape



bird

puffin

HCA version = sign letter H and dog



First 2 fingers of both hands point down, and both hands move downwards slightly



dog

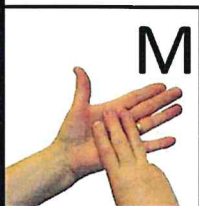
husky

Arms straight with hands pointing out at sides, and rock body from side to side



penguin

HCA version = sign letter M and reindeer



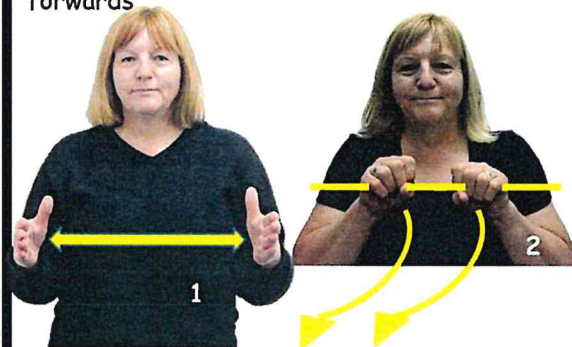
Fingers spread, with palms facing forwards, thumbs make contact with temples and then move outwards, to indicate the size of the antlers



reindeer

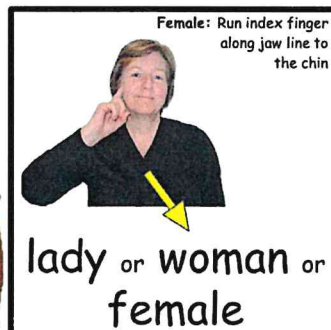
moose

Sledge and Toboggan : hands held parallel with palms facing, then mime gripping a hand rail, and move hands in this position in a curve forwards



sledge

HCA version = sign ice (clawed hand is drawn back sharply) and person (lady or man boy or girl depending on gender). The example below is a female Inuit.



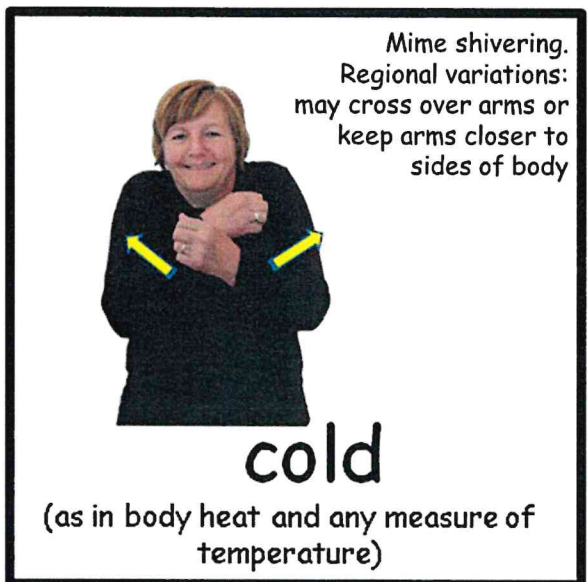
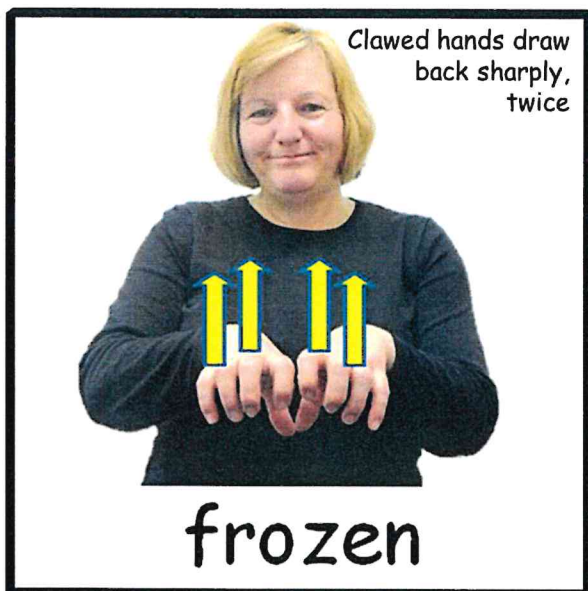
lady or woman or female

Inuit (eskimo)

Makaton version = one hand is held in clawed position and then jerks back sharply



ice





How to play the game:

The game has 4 bases depicting stereotypical environments and creatures that might inhabit such an environment: the ocean, the desert, a polar region and a rainforest.

Let the individual choose an 'environment' base

You can either sort the cards so that only that set of environment creatures are offered or have many more cards. If you have many cards then encourage the individual to say/sign 'yes' or 'no' when presenting the cards one at a time and you say/sign 'does ***** live there?' You should encourage the individual to also say and sign what the creature is.

Play continues using all the bases and cards, if the individual sustains interest.

You can say/sign 'have you seen ***** at the zoo?'

Depending upon the ability of the individual you can extend spoken and signed vocabulary to include colours, what you think the creature eats, size of creature, and mimic the sounds it makes