



TAIL TRIVIA – GAME – This game is played using Teacher Tool 6b and Teacher Tool 6c together. This makes one kit.
1 kit per pair of students – **TWO COLOURS** are used: one for Teacher Tool 6b and a different one for Teacher Tool 6c.
Cards are shuffled and the two decks are placed, face down, on the desk.

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Student A’s turn:
Student A says: “My turn” then turns one card from the “TAILS” deck (Teacher Tool 6b) and identifies the animal, e.g. “Cow!”
Student B reacts saying: “That’s correct!” or “That’s not correct!”
If student A can’t identify the animal, student B gets a chance at naming the animal.
Student A continues and turns a card from the other deck (Teacher Tool 6c) and identifies WHERE the animal is, e.g. “Here! Cow, here!”
Student B reacts saying: “ That’s correct!” or “That’s not correct!”
If student A is unable to identify where the animal is, student B gets a chance at saying “here”, “there”, or “everywhere”

If student A successfully identified the animal and the place, he/she puts the two cards in front of him/her. If he/she successfully identified only one, he/she puts that card in front of him/her – If student A missed one or both, student B got a chance at identifying the animal or the place, or both. If successful in doing so, student B puts the corresponding card(s) in front of him/her. Any unidentified animal or place goes under the pile.

Student B starts his/her turn.
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N. B. Flashcards showing the complete animals can be found in Teacher Tool 6a. They should be on display during the game.
Legend for Teacher Tool 6c: (1) = HERE (2) = THERE (3) = EVERYWHERE