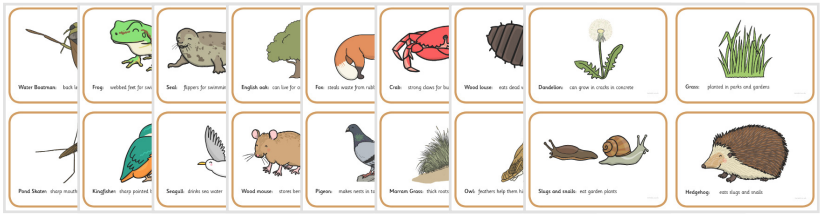
British Habitats Game

Resources

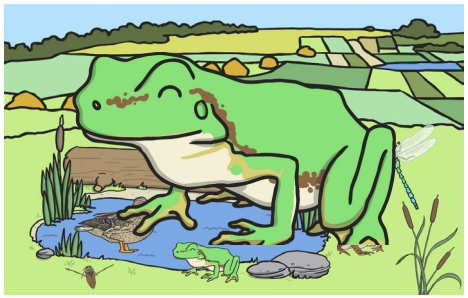
This pack contains:

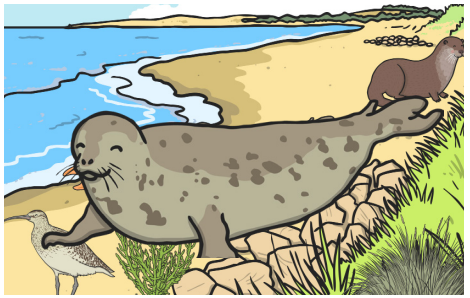
- Four British Habitat Game boards.
- One set of Living Things cards.

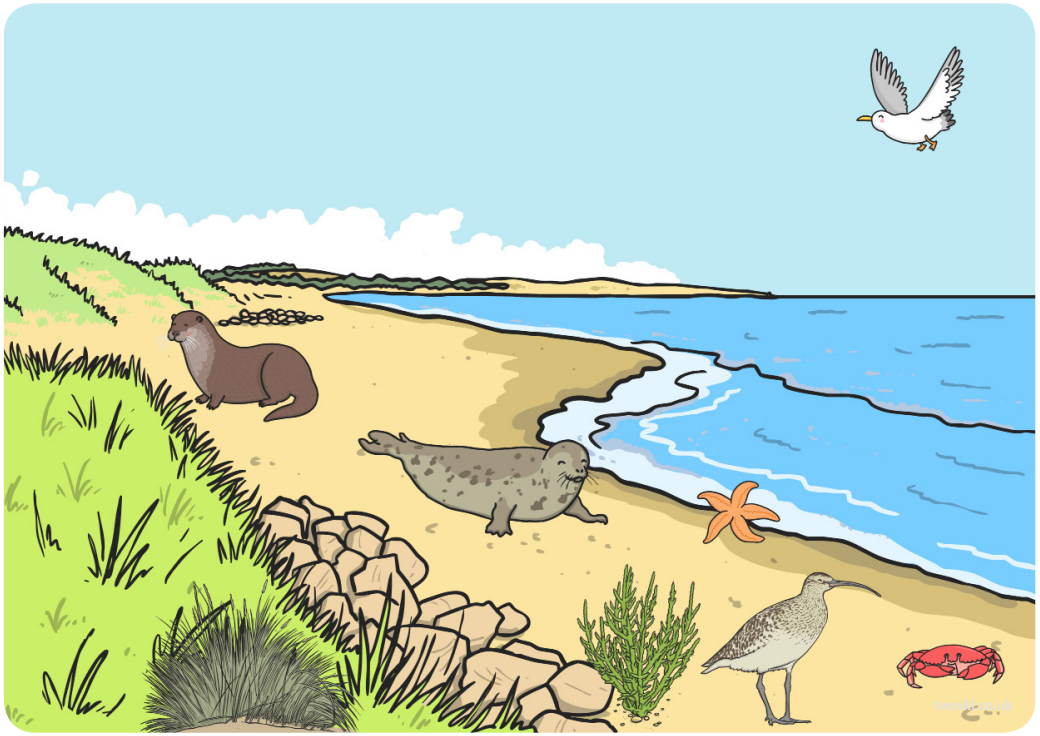


Instructions

- Give each player a Habitats Board.
- Shuffle the Living Things Cards and place them face down in the centre of the table.
- The youngest player takes the first turn.
- When it is a player's turn, they pick a Living Things Card from the top of the pile and read the name and description of the plant or animal.
- The player decides which habitat the living thing belongs in. If the other players agree that they have the correct answer, the player can keep the card on their Habitats Board.
- If the player has not guessed the right habitat, the card goes to the bottom of the pile.
- If all the players can't agree which habitat a living thing belongs in, the players may ask an adult.
- The first player to get all 8 Living Things Cards in a single habitat wins the game.







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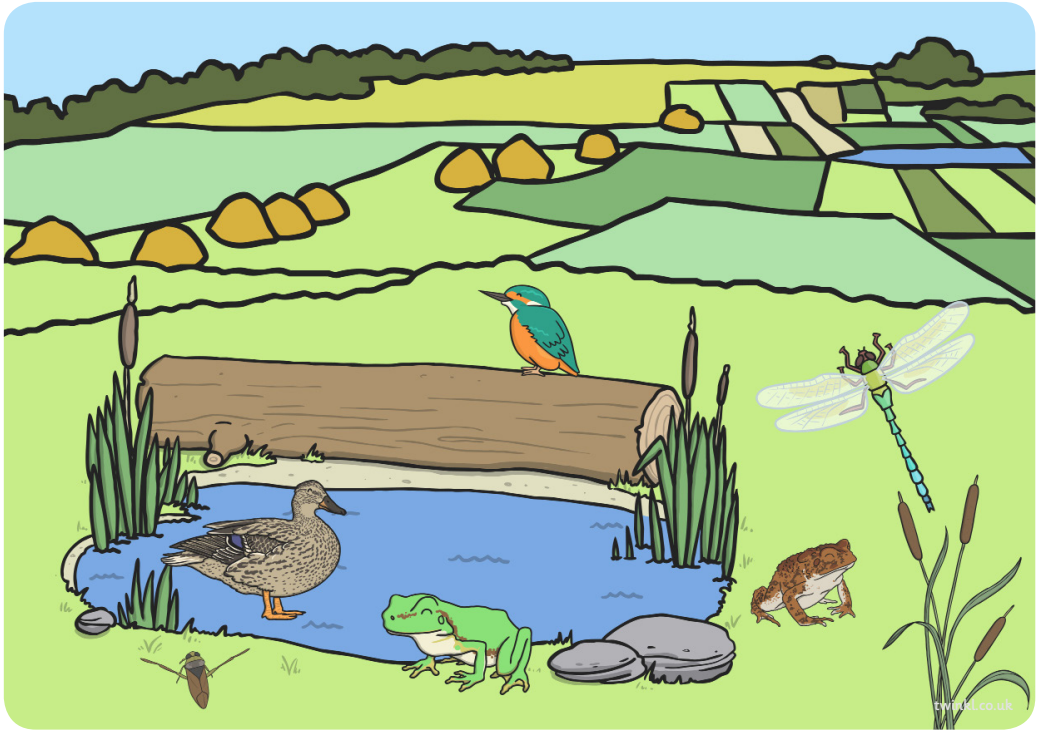
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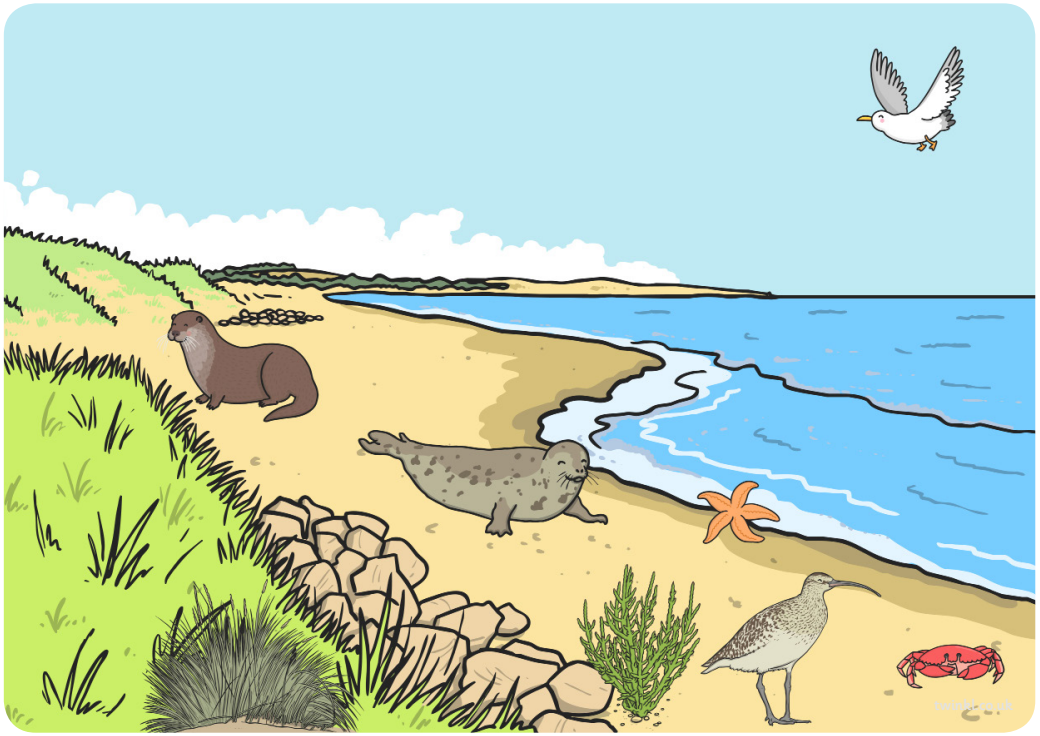

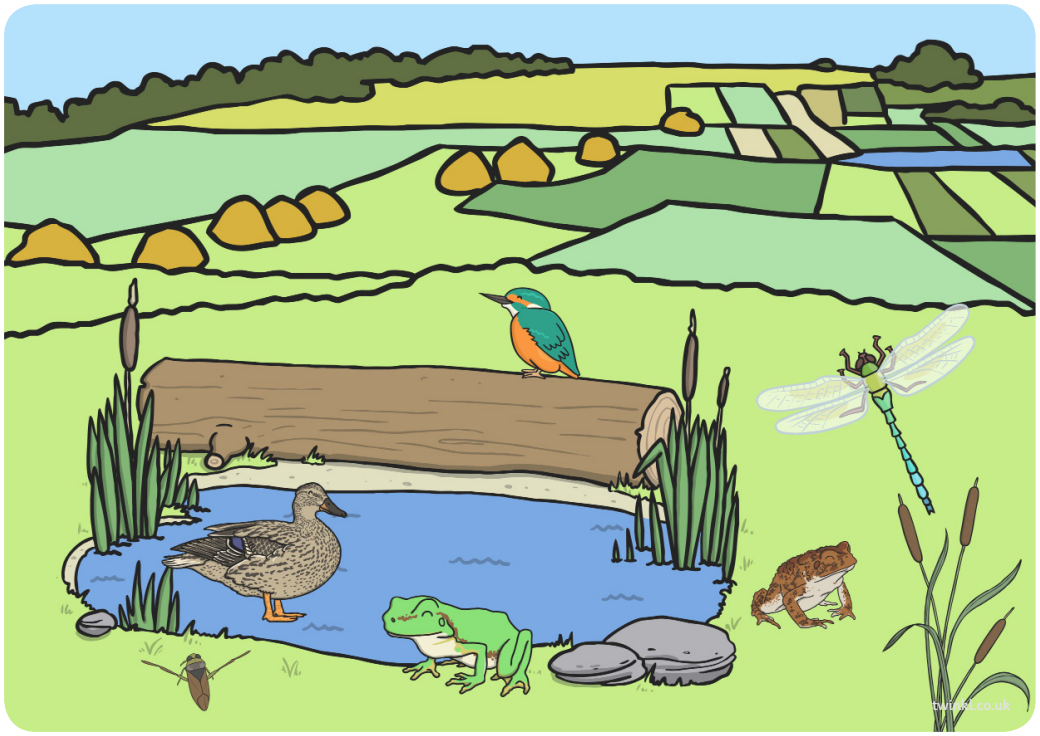

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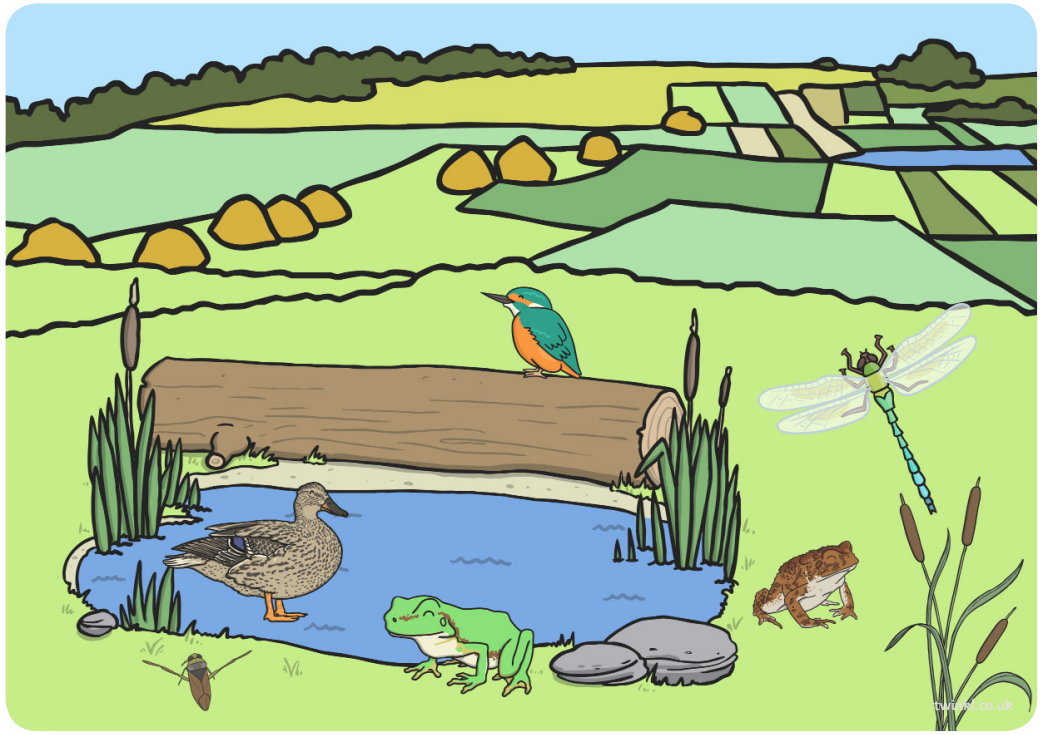

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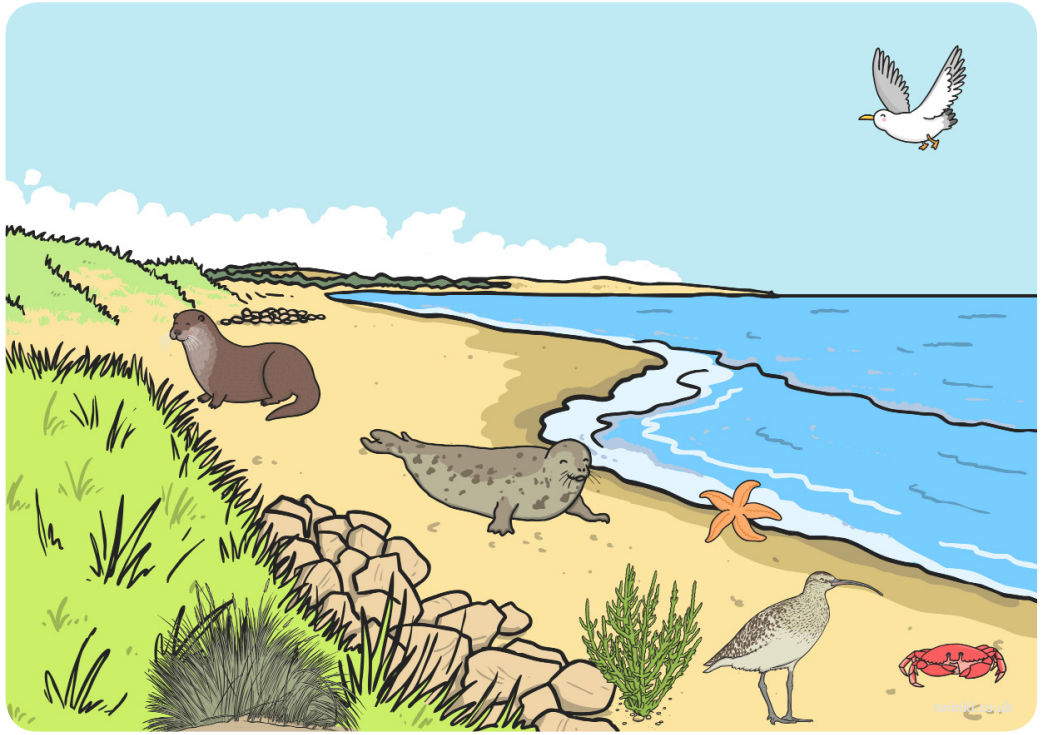

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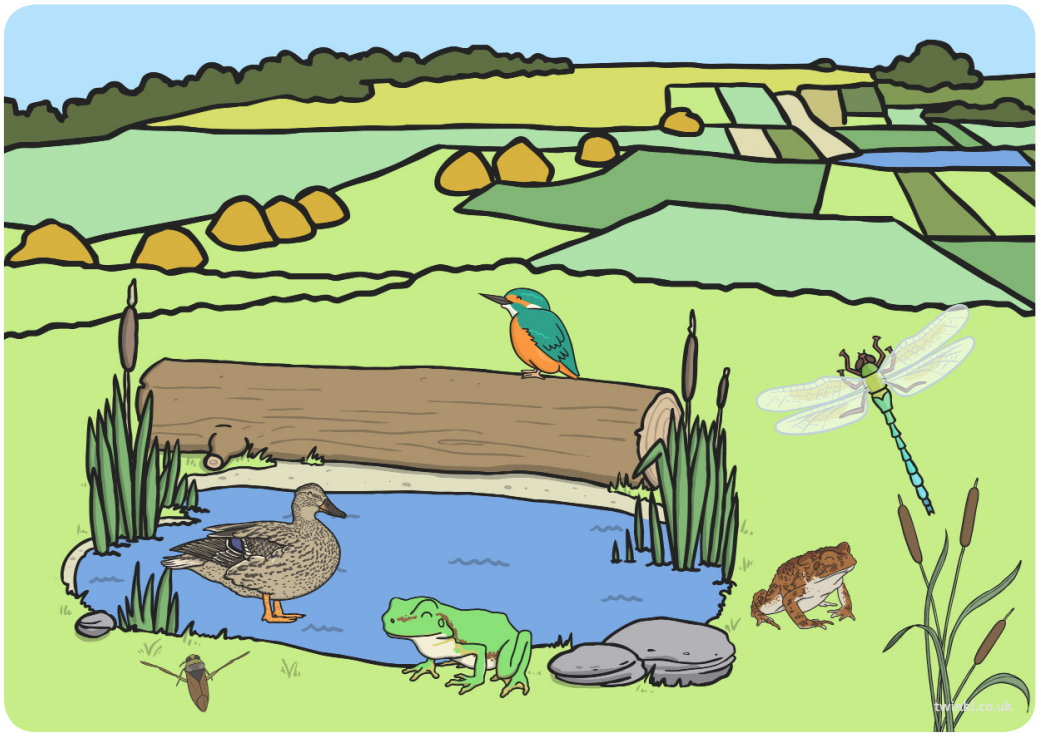
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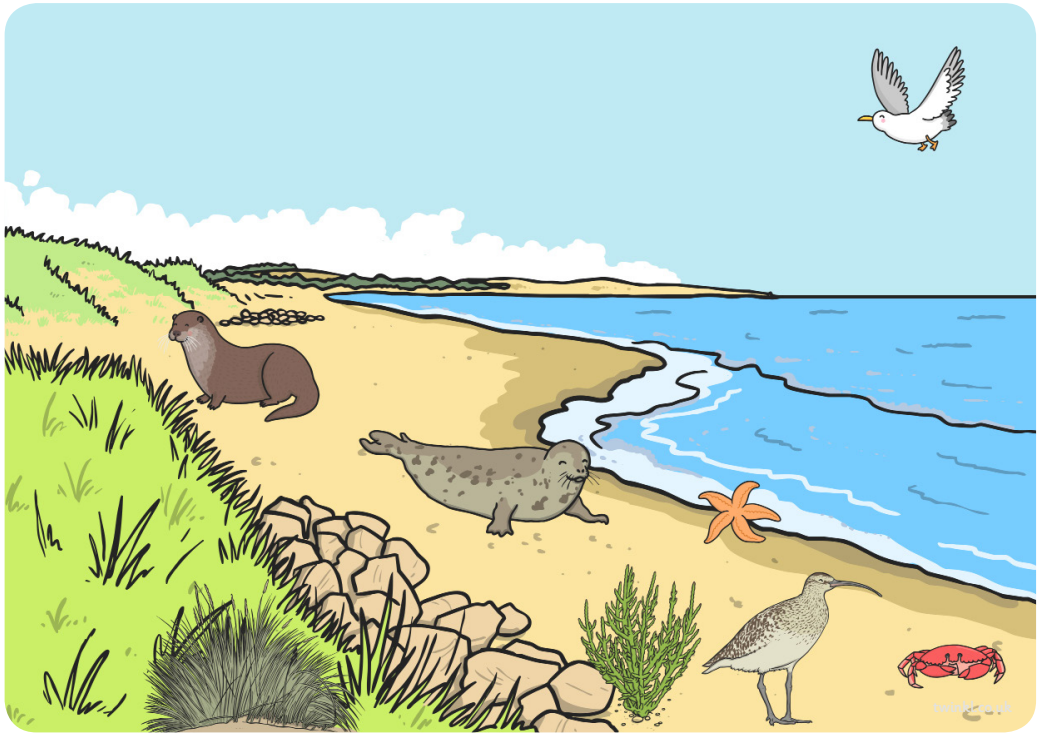
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Fox: steals waste from rubbish bins

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Rat: eats almost any food

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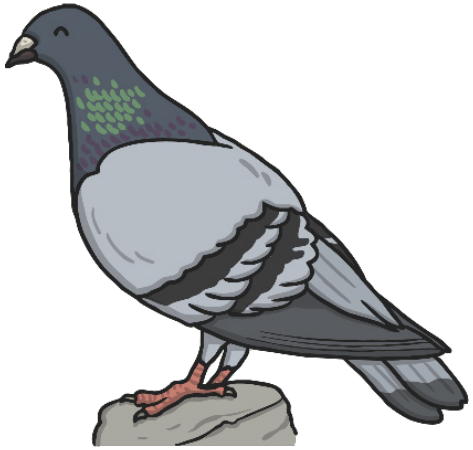

Pigeon: makes nests in tall buildings

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Cat: is a pet for people

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Dandelion: can grow in cracks in concrete

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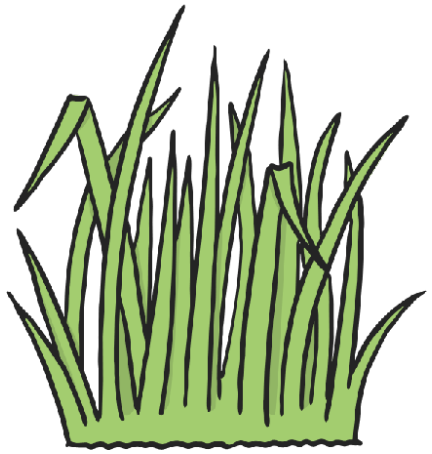

Grass: planted in parks and gardens

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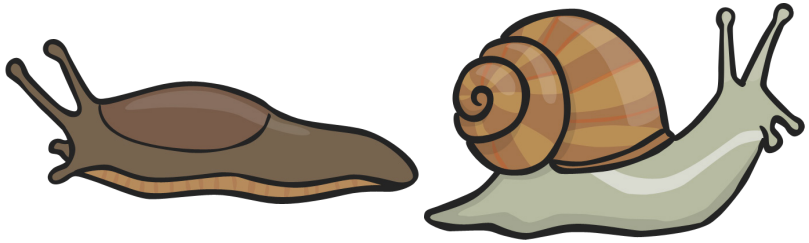

Slugs and snails: eat garden plants

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Hedgehog: eats slugs and snails

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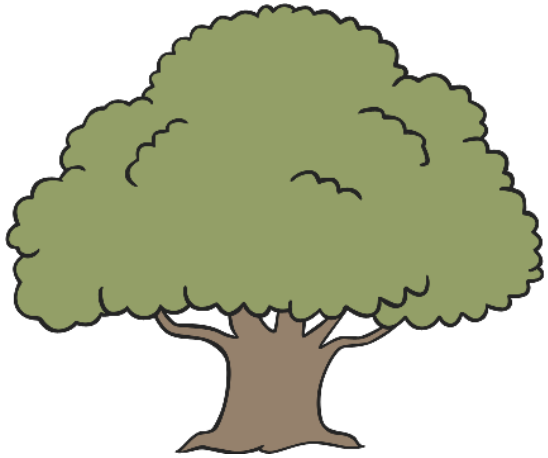

English oak: can live for over 1000 years

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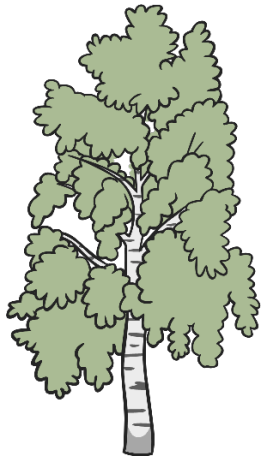

Birch: very deep roots

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Wood mouse: stores berries and seeds for winter

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Squirrel: strong claws for climbing trees

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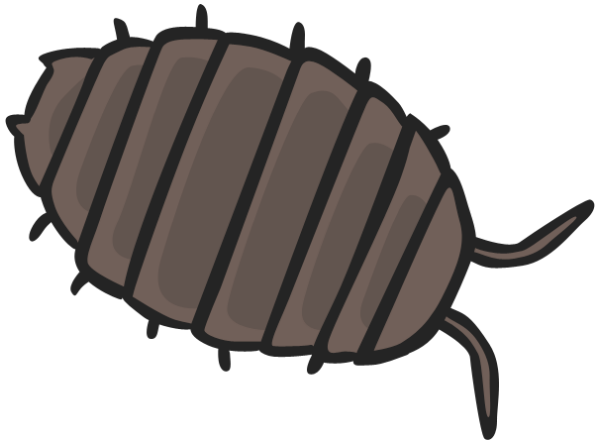

Wood louse: eats dead wood

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Badger: strong paws for digging tunnels

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Owl: feathers help them hide in trees

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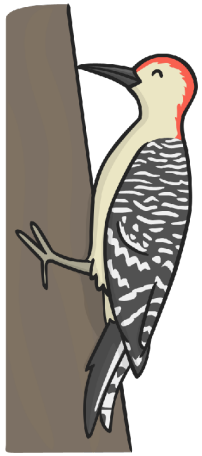

Woodpecker: eats insects that live inside trees

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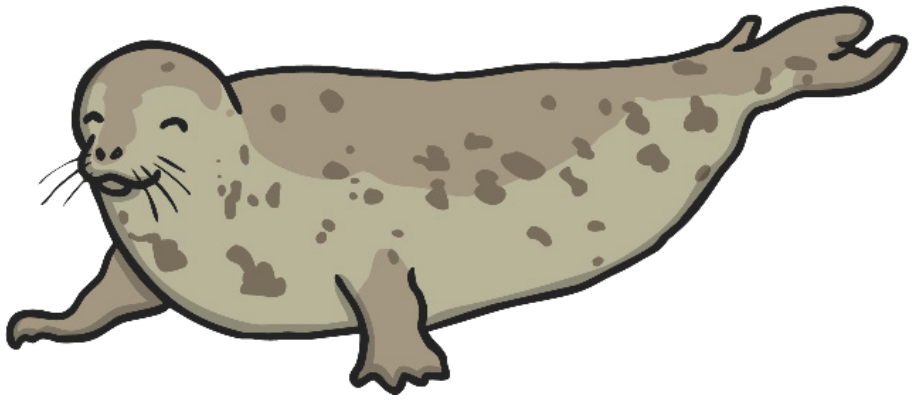

Seal: flippers for swimming and walking

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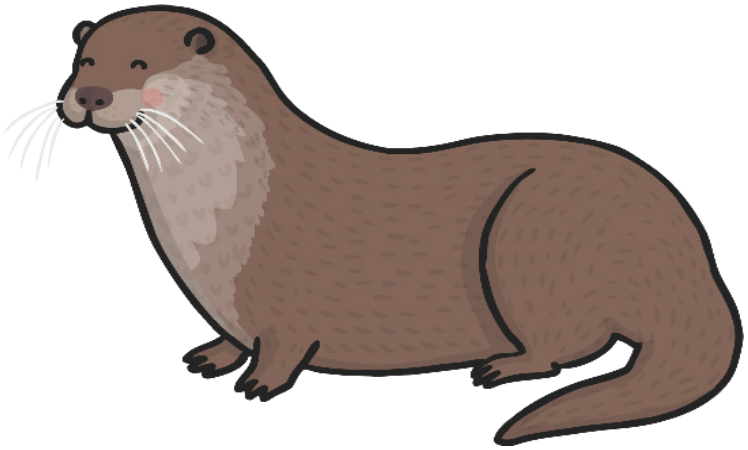

Otter: thick fur keeps them warm

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Seagull: drinks sea water

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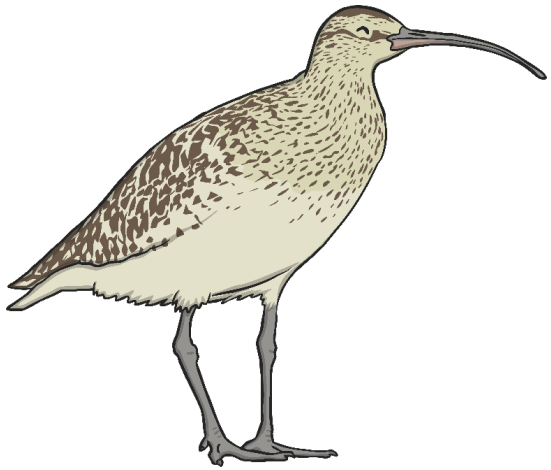

Curlew: long beak for catching creatures in the sand

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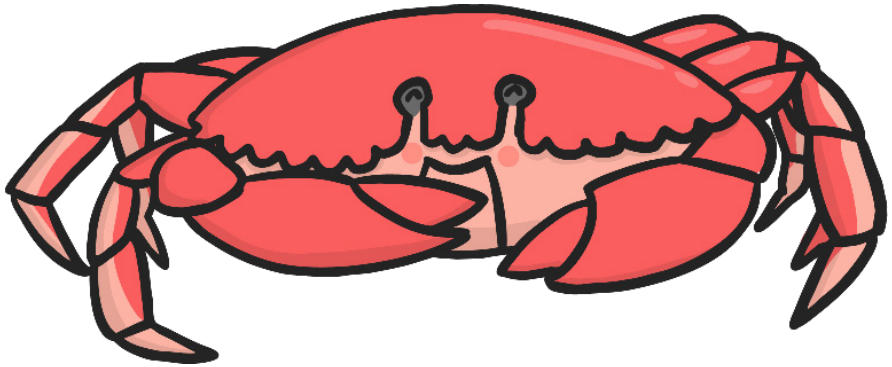

Crab: strong claws for burrowing in the sand

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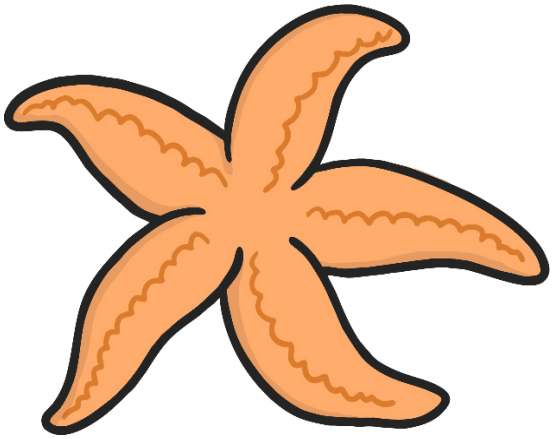

Starfish: grows back parts of its body

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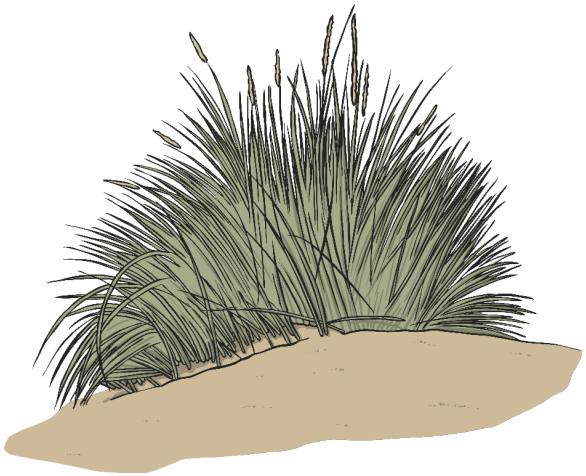

Marram Grass: thick roots to hold tight to sand

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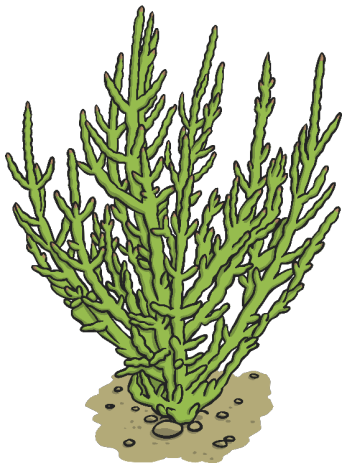

Glasswort: fleshy stems that store water

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Frog: webbed feet for swimming

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Toad: bumpy skin contains poison

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Kingfisher: sharp pointed beaks to catch fish

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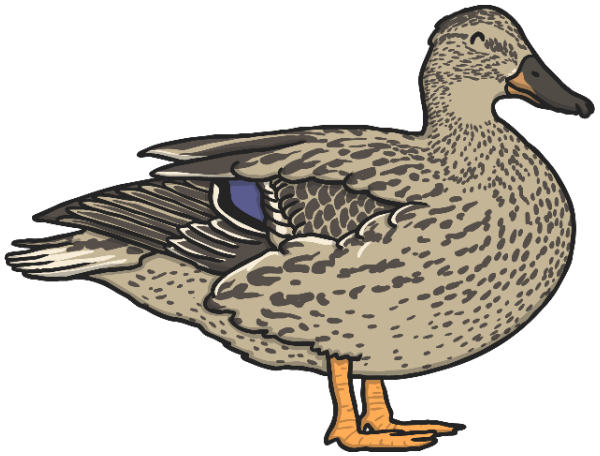

Duck: waterproof feathers keep them dry

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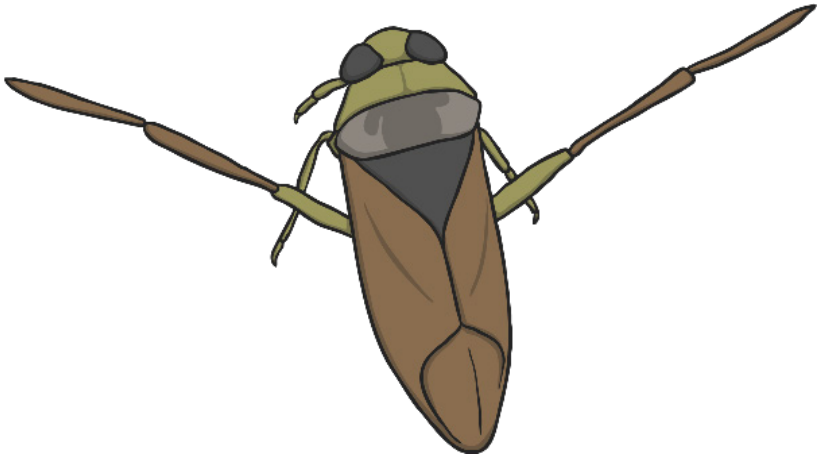

Water Boatman: back legs paddle on water

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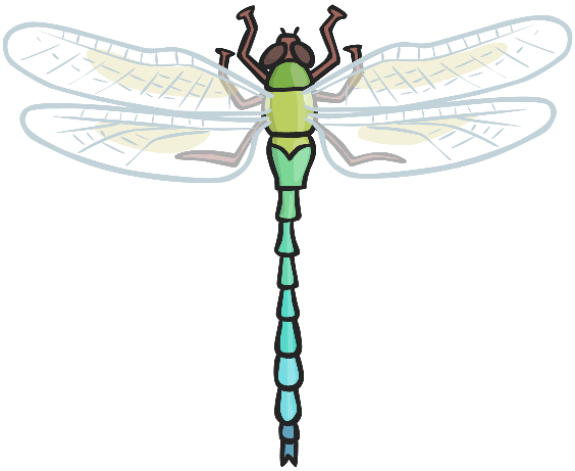

Dragonflies: large eyes to see small insects

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Pond Skater: sharp mouths to stab and catch insects

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Bulrush: grows in shallow water

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