

MUTUAL of OMAHA'S
WILD KINGDOM

Tune in Sundays at 7pm E/P

Guess Who?

Objective

A quick, fun game designed to reinforce key information learned about animals during *Mutual of Omaha's Wild Kingdom* episodes.

Grades

K-6

Materials

- *Mutual of Omaha's Wild Kingdom* animal cards (best with many, so play this game after you've collected many or all of the animal cards).
- Bucket or deep basket
- Piece of cardboard

Players

K-2: Entire class, with teacher as leader.

3-6: May be played in small groups or with entire class. Students take turns being leader.

Preparation

Place all *Mutual of Omaha's Wild Kingdom* animal cards collected thus far in a bucket or other tall-sided container. Find a piece of sturdy construction paper or cardboard that leader can use to hide chosen card from players.

Procedure

Leader picks a card from the bucket, holding paper in front to hide the card from the class or group.

Students ask "yes" and "no" questions to guess the animal. Examples:

- Are you a carnivore?
- Are you nocturnal?
- Are you a mammal?
- Do you have fur?
- Do you live in the rainforest?
- Do you live in the desert?
- Can you swim?
- Can you climb trees?

Extension for grades 3—6:

Competition: Create 2-4 teams, dividing by rows/clusters of desks or by alphabetic order of names. Using one leader at a time, see how many questions it takes to guess the animal. For instance, a leader from Group A stands in front of the class; students in Group A ask their leader questions. Teacher records the number of questions for each

group, then tallies at the end. The team with the fewest number of questions is the winner.

Animal Vocabulary

nocturnal: active at night

diurnal: active during the day

carnivore: a meat-eating animal

herbivore: a plant-eating animal

omnivore: an animal that eats both plants and meat

mammal: a warm-blooded animal that has hair or fur and produces milk for its babies

reptile : a cold-blooded, often scaly-skinned animal that breathes through lungs and usually lays eggs (examples: snake, lizard, crocodile, turtle)

amphibian: a cold-blooded, smooth-skinned animal that lives both in water and on land (examples: frog, toad, salamander)

warm-blooded: an animal whose body temperature always stays the same

cold-blooded: an animal whose body temperature changes based on its surroundings

predator: an animal that hunts and kills other animals for food

prey: an animal that is hunted and eaten by a predator

habitat: the natural environment where an animal or plant species normally lives

range: the parts of the world where these species can be found

