

# Animal Groups Game

## Rules

- Each player chooses an animal group playing board.
- Shuffle the characteristic cards and the invertebrate cards together and place them face down between all the players.
- The youngest player has the first turn.
- When it is your go, turn over three of the characteristic cards so that all the players can see them. If you turn over a characteristic card that belongs to your animal group, you can place it on your board. (The characteristic cards that match your animal group have a matching colour).
- Any cards that do not belong to your animal group board stay in their place and get turned back over. If you have no cards that match your board, turn all three cards back over.
- Play passes to the next player.
- If any player turns over an invertebrate card, they cannot pick up any characteristic cards on that turn even if they have a match. All three cards are turned back over.
- The first player to get all five characteristic cards on their animal group board is the winner.

**Insects** are invertebrates.



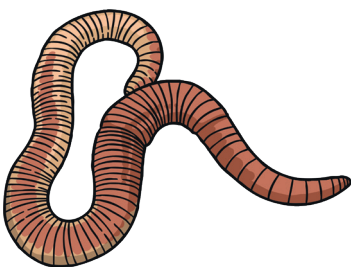
**Arachnids** are invertebrates.



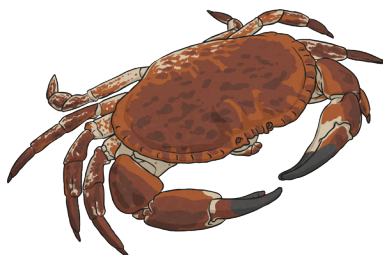
**Molluscs** are invertebrates.



**Worms** are invertebrates.



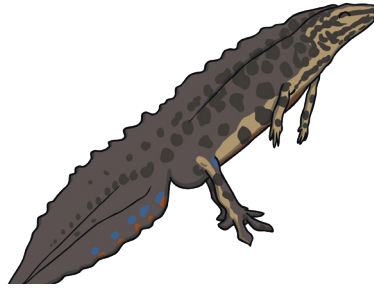
**Crustaceans** are invertebrates.



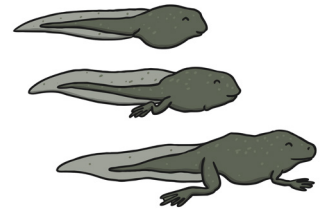
Lay eggs called spawn.



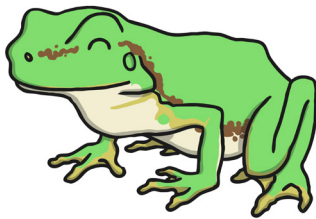
Live on land and in water.



Have gills when young.



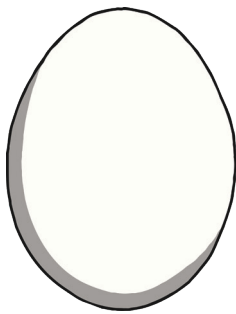
Have moist skin.



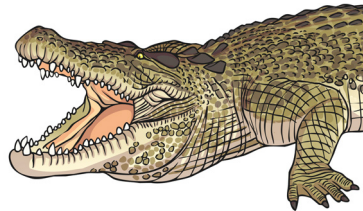
Are cold-blooded.



Lay eggs.



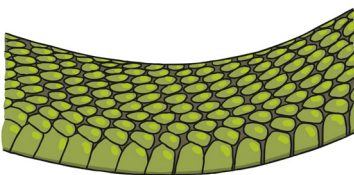
Are cold-blooded.



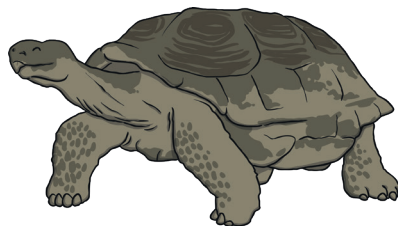
Breathe air through lungs.



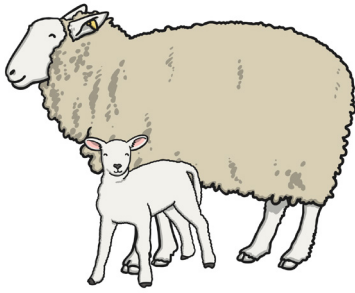
Have scales.



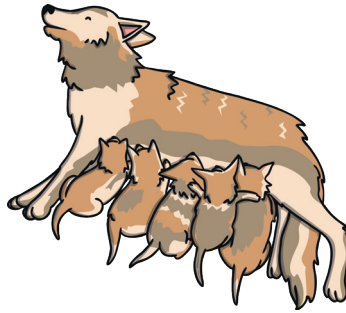
Do not look after young.



Give birth to live young.



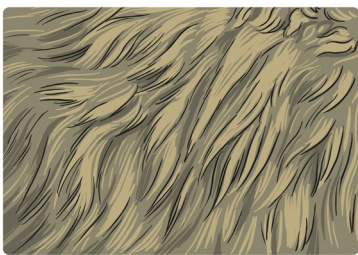
Feed their babies milk.



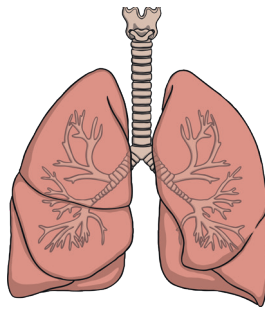
Are warm-blooded.



Have hair or fur.



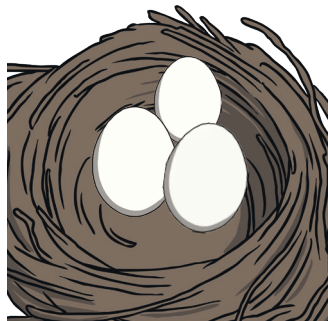
Breathe air through lungs.



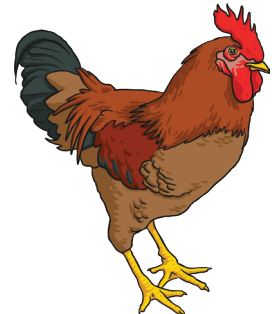
Have feathers.



Lay eggs.



Are warm-blooded.



Have wings.



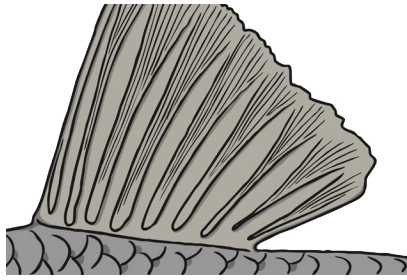
Breathe air through lungs.



Live in water.



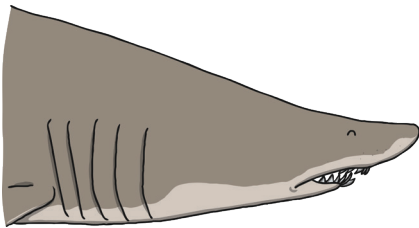
Have fins.



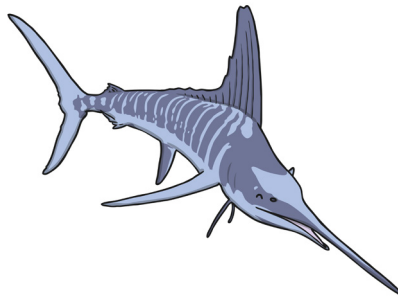
Have scales.



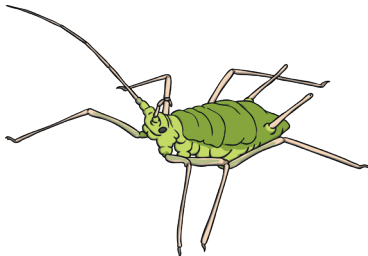
Breathe using gills.



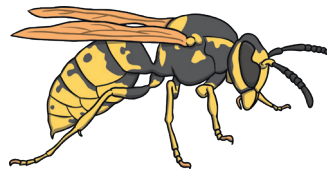
Are cold-blooded.



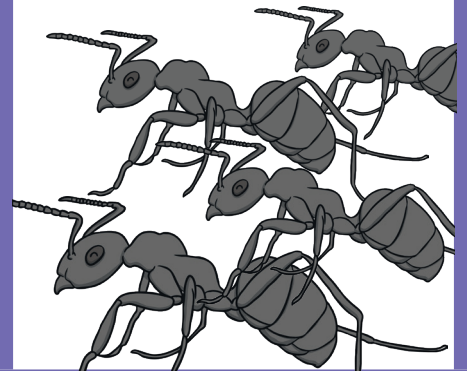
Are cold-blooded.



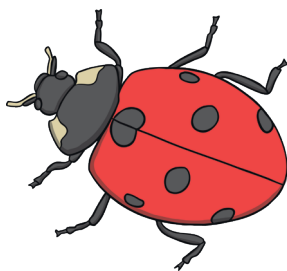
Have two antennae.



Live in colonies.



Have six legs.



Have three body parts - head, thorax, abdomen.

