GAMES USING THE EARLY BIRD FLASHCARDS

"What's That Bird?" is a set of 40 flashcards on common birds that may be found anywhere in India. This has been developed as part of the Early Bird project, which aims to get children interested in and excited about birds and



nature. Designed as an educational game, the cards feature photographs on one side and information on the other, with icons for habitat and food, and a quiz section as well. The cards are laminated and sturdy, ideal for use by a group of children in a classroom setting. The focus is not so much on learning the names of the birds, but on getting to know interesting facts about them, learning about their food and habitat and behaviour.



The flashcards set contains an instructions card which explains two games that can be played with the set. In this document we've listed out additional games, and categorized them by age group and level of difficulty. If you can think of more games that can be played with the set, we would love to

hear from you! Contact us at earlybird@ncf-india.org

If you'd like to purchase a set, visit us at www.early-bird.in or drop in at the NCF office in Sahakarnagar, Bangalore.





MEMORY GAME

Age group: S years + Level of difficulty: Easy

Reading skills: Not required

Knowledge of birds: Not required

Individual or team game Additional resources: None



Instructions:

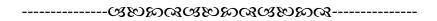
- All the cards are spread out on a table or on the floor, photo side up.
- Team 1 picks any two cards, one at a time, turning them over and placing them on the table to show the back of the cards to both teams.
- If the habitat OR food icons match, as below, team 1 gets to keep those cards.



- If they don't match, they replace the cards as they were and the turn passes to Team 2.



- Team 2 can now pick two cards, one at a time, trying to select cards in which the habitat or food will match.
- The game continues till all the cards are removed from the table, or no further matches are possible.
- The team which can collect the most cards wins.



This game can be played with the full set of 40 flashcards or in case of a time constraint, with a smaller set of an even number of cards selected at random from the full set.



DRAWING GAME

Age group: 8 years +

Level of difficulty: Moderate

Reading skills: Not required

Knowledge of birds: Not required

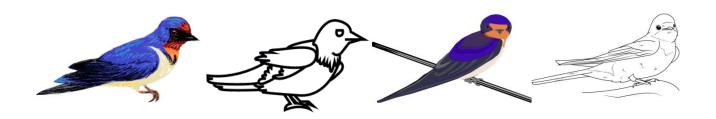
Team game

Additional resources: Paper and colour pencils/crayons



Instructions:

- Facilitator picks a card at random. Team 1 is called to the front of the classroom and shown the main photo on the chosen card. The other team should not see the card.
- Team 1 now has to clue the bird by describing the colour, size, shape of the beak, length of the tail, and any other distinctive features. Team 2 has to draw the bird from the description.
- After the clues are done, and the drawings are made, compare the photo with the drawings made by the group.
- The game continues with Team 2 picking a card and clueing to Team 1.



This is not a competitive game, there are no winners or losers. The objective is to get children to observe different features of the bird they see on the card, and learn to describe colours and parts of the bird appropriately, while also enjoying a drawing/colouring session.



BIRDS AND THEIR CALLS

Age group: 8 years +

Level of difficulty: Moderate

Reading skills: Not required

Knowledge of birds: Not required

Team game

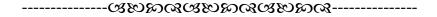
Additional resources: Phone or laptop

with audio files of 10 bird calls



Instructions:

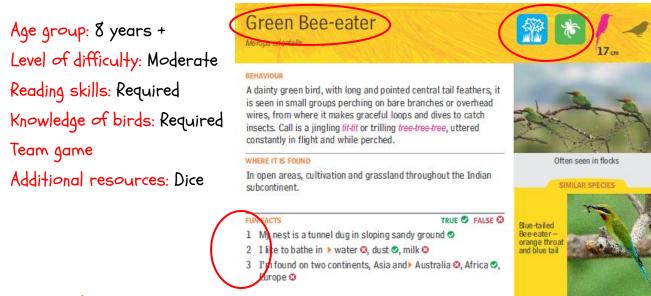
- The facilitator selects 10 flashcards from the set: House Crow, Black Kite,
 Common Myna, Rock Pigeon, Common Tailorbird, Red-whiskered Bulbul,
 White-throated Kingfisher, House Sparrow, Rose-ringed Parakeet, Asian Koel.
- The facilitator plays a bird call from the audio files and shows Team 1 any three of the flashcards (which should also include the correct answer).
- Team 1 needs to guess the bird whose call it is. They get 2 points for a correct
 answer. If they guess incorrectly, the question passes to Team 2, which gets 1
 point for the right answer.
- Next question goes to Team 2 and so on. The team with the most points wins the game.



This game can also be played as part of the audio round of a quiz based on the flashcards, which would also make use of the fun facts game (next page).



FUN FACTS GAME



Instructions:

- The players sit in a circle. The flashcards are shuffled and placed in a stack in the center, photo side up.
- Player 1 holds up the top card, showing the player on the right (Player 2) the photo of the bird.
- Player 2 rolls the dice and Player 1 takes the action below based on the number on the dice.
 - Read fun fact #1 to Player 2 and ask Player 2 to guess True/False
 - Read fun fact #2 to Player 2 and ask Player 2 to guess True/False
 - Read fun fact #3 to Player 2 and ask Player 2 to guess True/False
 - Player 2 must give the correct common name of the bird
 - 🔀 Player 2 must guess the food of the bird
 - Player 2 must guess the habitat of the bird
- Player 2 gets 1 point for the correct answer and the card is replaced at the bottom of the pile.
- The game continues with Player 2 picking the next card and so on till all the cards and questions are done. The player with the most points wins the game.



This game can also be played as part of a bird quiz based on the flashcards. It can be played with younger children who cannot read, with a quiz-master calling out questions.



TWENTY QUESTIONS

Age group: 12 years +

Level of difficulty: Difficult

Reading skills: Required

Knowledge of birds: Required

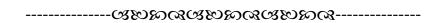
Team game

Additional resources: None



Instructions:

- Team 1 picks any card at random, taking care not to show Team 2 which card it is (front or back).
- Team 2 then has to guess the name of the bird on the card by asking Team 1 a series of questions about it which can only be answered by Team 1 as "Yes" or "No". For eg: Does the bird eat insects? Does the bird have a long tail? Does it live near water? Is it green in colour?
- As a reply to the questions, Team 1 is not allowed to say anything except "Yes" or "No" as appropriate, after consulting the information on the card. If they do not know the answer, "don't know" can be allowed as a response.
- Team 2 is allowed up to 20 questions to correctly guess the name of the bird.
 If they are unable to guess correctly, Team 1 wins the round.
- The game continues with teams taking turns to pick and guess cards.





DUMB CHARADES

Age group: 12 years +

Level of difficulty: Difficult

Reading skills: Required

Knowledge of birds: Required

Team game

Additional resources: None







Instructions:

- Team 1 selects one of its members to be the "actor".
- The flashcards are shuffled and placed on a table.
- Team 2 picks any card at random from the center of the stack, taking care not to show the other team which card it is (front or back). This card is given to the actor who must stand away from the other Team 1 members.
- Facing Team 1, the actor has to pretend to be the bird listed on the card, through actions which can reveal features of the bird like its habitat, food, behaviour, physical characteristics and so on.
- The actor is allowed to make any kinds of actions (eg. swimming, sipping nectar with a long beak, knocking on wood, etc), but speaking is not allowed.
- The objective for Team 1 is to guess the name of the bird by shouting out their responses.
- Team 2 keeps track of time, allowing 3 minutes for guessing. If Team 1 members are able to guess correctly, they get 2 points. If they cannot guess within the stipulated time, they get zero.
- The turn then passes to Team 2 to act and guess with a random card selected by Team 1.
- The team with the most points wins the game.

