

Y2

## Cats and Dogs

In this activity you have an early look at uncertainty and chance. The aim of the activity to begin to develop an intuitive sense of what chance and possibilities are about through games that involve following rules, making predictions and seeing what happens.

The purpose of the activity is to help your child to:

- Use everyday language to talk about the likelihood of an event occurring.
- List the possible outcomes of simple chance events.

Here is what to do:

1. Make a set of cards using the pictures of cats and dogs in this activity.  
The copymaster also has pictures of mice and a pig which you will use in the extensions to this game.
2. The game is played with pairs so your child needs to play with you or someone else from your home.
3. Read the rules with your child.
  - Shuffle the cards.
  - Put the cards face down in one pile.
  - Players decide who will collect same pairs and who will collect different pairs.
  - Take turns turning a card from the top of the pile.
  - Compare the two cards. If they are the same, the player collecting same pairs takes them. If they are different, the other player takes them.
  - The game continues until all cards are used.
  - The winner is the player who collects the most cards.
4. After you have played a few games have a discussion about the game, highlighting what they think about the chances of winning.

*Was one of the players luckier than the other one?*

*What made you think this?*

*How many times did you win?*

*How many times did the other person partner win?*

*Was it better to be a same or a different? Why?*

## Cats and Dogs: extensions

### Extension 1: Cats, Dogs and Mice

Add 6 mice to your pack of cat and dog cards and play the game again.

1. Add the mice to the pack of 20 cats and dogs used in day one.
2. Play the same pairs and different pairs game.
3. After you have played a few games lead a discussion highlighting their observations about the chances of winning.

*Was one of the players luckier than the other one? What made you think this?*

*How many times did you win?*

*How many times did your partner win?*

*Was it better to be a same or a different? Why?*

*Was it easier to win today? Why/Why not?*

### Extension 2: The Little Lost Pig

Add one pig to your pack of cats, dogs and mice and play a new game.

1. Explain that today we are using the cards to play animal memory.
2. Rules:
  - Spread the cards out face down.
  - Players take turns to turn over two cards.
  - If the cards are the same the player keeps the pair of cards but doesnot have another turn.
  - If the cards are different the cards are turned back face down.
  - Continue taking turns until all the cards (except the pig) are collected.
3. As you play the game ask questions that focus on the likelihood of finding pairs.

*What card do you think you will turn up next? Why do you think that?*

*Which cards do you think will be last?*

*Which are the hardest pairs to find? Why?*

*Which are the easiest pairs to find?*

*What can you tell me about the pig?*

*Why do you think the game is called The little lost pig?*

*Can you think of another name for our game?*

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