

FUN NIGHT IDEAS

Peculiar Pet Night

Basic Overview:

This fun night is designed to get the kids to complete a bunch of checkpoints from their books. Each classroom will be given two game cards with a total of 60 animals or creatures on them at the beginning of book time (see the game cards below). Each time a child completes a checkpoint in their book, they get to pick one animal on the game card and have their leader write their initials in the box below it. Because there are two game cards, two different leaders can each be holding one card in different spots in the classroom during book time.

It is important to have all the boxes on the game cards filled in with someone's initials so that each classroom has a winner. If you have several boxes still unclaimed at the end of book time, go around the room and allow each child to pick another animal to put their initials in the box below it. You can do this as many times as is needed to fill up all the boxes on the game cards. Let's say you do this a couple of times and still have 4 boxes open and have 10 kids in your class. In this case, you can allow the four kids who completed the most pages that night to pick one additional animal, draw names out of a hat, or choose four who listened to the lesson best and put their initials in the boxes.

At the end of the night or in opening time the following week, you will choose one animal off of the game cards and figure out which child in each classroom chose that animal. Bring everyone into the same room and read off the names of the winners. The child in each classroom who chose the right animal will get to come up and pick a prize from the front.

Additional Ideas:

This fun night goes well with the wildlife lessons for this year.

Reminder Flyer:

See the flyer and additional instructions on the next pages.

Remember, next week is ...



PECULIAR PET NIGHT

Come ready to get as many pages as you can signed off in your book. The more that you complete the better chance you have of picking out the peculiar pet of the night!



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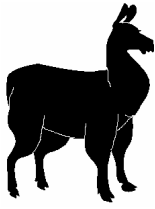


PECULIAR PET

NIGHT

Grade: _____

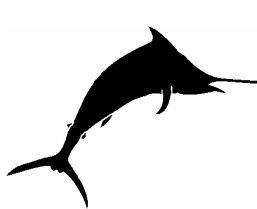
For each page that the child completes in their book, allow them to choose one peculiar pet below and have the leader write their initials on the box below it.



Llama



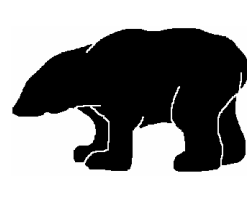
Koala



Marlin



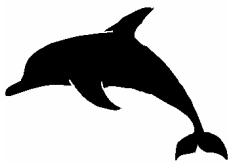
Vulture



Polar Bear



Ostrich



Dolphin



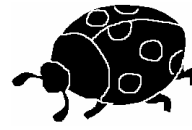
Seal



Scorpion



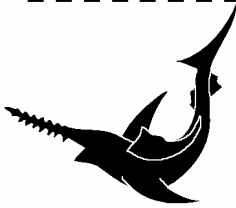
Snail



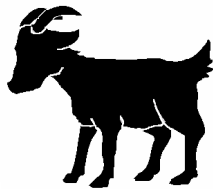
Ladybug



Walrus



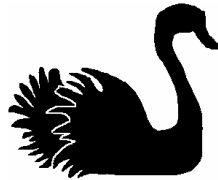
Swordfish



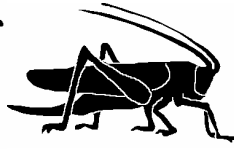
Goat



Honey Bee



Swan



Grasshopper



Grizzly Bear



Rooster



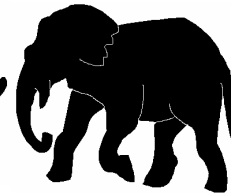
Deer



Platypus



Skunk



Elephant



Gorilla



Pelican



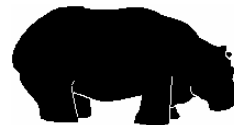
Warhog



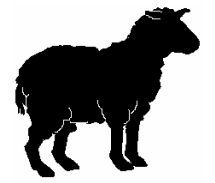
Goose



Eel



Hippo



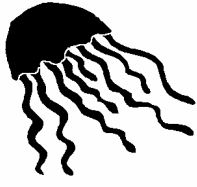
Sheep

PECULIAR PET

NIGHT

Grade: _____

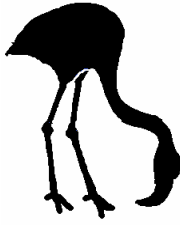
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Jellyfish



Penguin



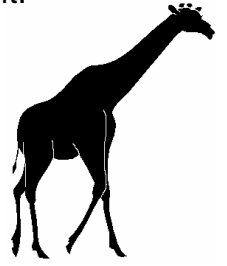
Flamingo



Starfish



Octopus



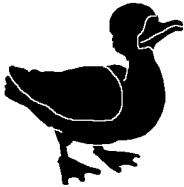
Giraffe



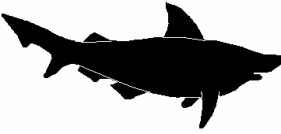
Hummingbird



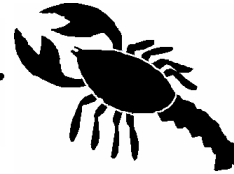
Squirrel



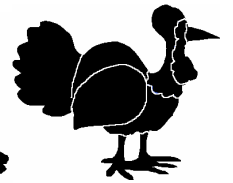
Duck



Shark



Lobster



Turkey



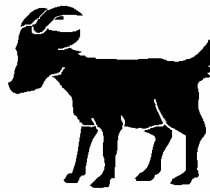
Lizard



Seahorse



Monkey



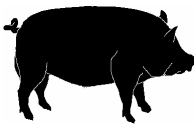
Goat



Rhino



Crab



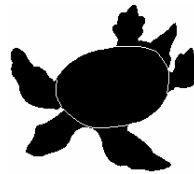
Pig



Camel



Dragonfly



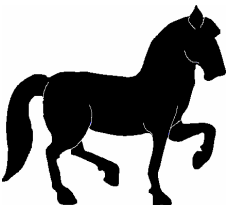
Sea Turtle



Kangaroo



Fox



Horse



Caterpillar



Frog



Lion



Spider



Buffalo