



See and Sound

giant flashcards



Learning Guide

Introduction

Babies begin learning from the moment they are born and the interactions we share with them during their early years help to shape the way in which they learn both now and in the future.

However, children develop and learn in different ways and at different rates. Some children prefer to sit and play and their speech may develop quicker than children who like to explore and whose physical skills might develop quicker than their language. No two children are the same so it is important not to worry if your little one is developing and learning at a different rate to other children.

The suggested activities in this booklet have been designed to help parents teach their children in a fun and engaging way and are intended to be introduced in gradual stages. As their parent, you know your little one best and will know if and when they are ready for a more advanced activity.

We hope you enjoy this step of your little one's learning journey with our See and Sound flashcards and have fun making lots of 'moos' and 'baas' as you learn your farm animals together!



Benefits of using flashcards

Your See and Sound flashcards have been designed to help your little one:

- learn through play in a fun and engaging way
- develop their knowledge and ability to understand
- build their vocabulary
- enhance their memory skills
- increase their confidence
- develop their concentration skills
- develop their recognition of animals and the sounds they make



Tips for using your See and Sound flashcards:

- make sessions fun
- choose a time when your little one is alert and open to learning
- use just three or four flashcards to begin with
- start with animals your child is already familiar with (eg. dog, cat, cow) and gradually introduce more challenging cards
- use your flashcards often to reinforce learning and memory skills
- always praise and encourage your little one by using positive reinforcement. By doing this you will help boost their motivation and self-confidence

See and Sound Activities

Let's look at animals!

Your box of flashcards contains two of each card. Please remove one set of cards for now as these will be used when your baby is a little older.

Even though babies cannot yet talk, they enjoy being spoken to and this helps in developing their understanding of the world around them.

When talking to babies we tend to talk with a softer, more melodic voice and this alerts little ones to tune in and listen. It's also useful to emphasise and repeat new words several times as this helps them process and remember new information.

- Hold up one of the cards.
- Tell your little one the name of the animal and the sound they make, eg. **'This is a cow'.....'Cow'.....'Cows say Moo'.....'Moo'**.
- Let them explore the image on the card.

Animal sounds

It's usual for children to make animal sounds before they are able to say the animal names. Below is a list of commonly used animal sounds.

dog - woof

cow - moo

sheep - baa

cat - meow

duck - quack

pig - oink

mouse - squeak

frog - ribbit

chicken - cluck

horse - neigh

donkey - ee-aww

cockerel - cock-a-doodle-doo



Can you find the...?

To begin with, your little one will understand a lot more than they can say. They can demonstrate this understanding by pointing to (or looking at) the thing you have asked them to show you.

- Using only the animals your child is able to recall, spread the cards in front of them and ask, for example, **'Can you find the pig?'** or **'Where is the cat?'** or **'Which animal says woof?'**

Let's talk about animals!

As your child becomes more familiar with the animals on the cards, and they are able to maintain their interest and concentration, spend time talking to them about the animals.



- Show them a card and ask them what the animal is.
- Speak to them about the animal, for example:

'These are the cow's ears'

'These are her spots'

'These are the cow's eyes'

'This is her tail'

Talking more

When you feel your little one is ready, try talking with them more about each animal. You could:

- Talk about where they live
- Discuss their colours
- Count their legs
- Talk about tails
- Count their ears
- Point out whiskers
- Discuss wings
- Point out beaks

Remember to keep your flashcard sessions short so that they remain fun and your little one doesn't lose interest.

Let's find the matching animal!

For this activity you will need both sets of flashcards.

- Spread out one set of cards, face up.
- From the other set, show your child one of the cards. Ask them if they can find the matching animal, eg. **'Can you find the other cat?'**



As your child gets older, spread out both sets of cards, face up, and encourage them to find the matching pairs.

Guess who!

As your little one gets to know the animals on the cards more and more, try playing a fun game of Guess Who!

- Choose a card and, using simple points, describe the animal to your child, eg:

'This animal has whiskers'

'They have two big ears'

'They have a long pink tail'

'They say squeak squeak'



Animal Pairs! (suitable for children aged 2+)

As your little one grows, so do your See and Sound flashcards! Animal Pairs is a game that can help enhance your little one's memory skills and can be played independently or with others.

As a single player game

Spread out both sets of cards, face down.

Note: when first playing this game we recommend halving each set so that your child is not overwhelmed by the amount of cards.

- Encourage your child to turn over one of each of the colour backed cards. If the animals on the other side **match**, make the noise of the animal and place the cards together. Turn over two more cards.
- If the animals **do not match**, turn the cards back over and encourage your little one to turn over two more cards.
- Play continues until all the matching animals have been found.



As a multi player game

Spread out both sets of cards, face down. Play as before but, this time, players take it in turns to turn over pairs of cards.

- If a player finds a **matching** pair, they keep the cards and take another turn.
- If the animals **do not match**, turn them back over and the next player takes their turn.
- Play continues until all the pairs have been found.
- The winner is the player with the most pairs.



We hope you and your little one have had fun using your **See and Sound flashcards** together.

More little learning...

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