ላ∆ልሚ√ናΓ^b Po<<C▷ናσ^{5b} Make a Walrus Mask

♦ A A C • J • L C ?WHERE DID THE WALRUSES GO?

$L \subset \Gamma \land C \subset C$

- 1. Δ ር% bና ላፐላሲበና Δ ቦና የንታ%ጋና Δ ቦታ \dot{P} Δ <% Δ ቦ. (Δ bላሲላና Δ bላና Δ ቦና.)
- 3. Φ<%b' Pa<
b' Pa<
b' A'C'C"U
D' A'C'C"U
D'*O' Dobb'T' Loud
D'*O' D'*O' D'*

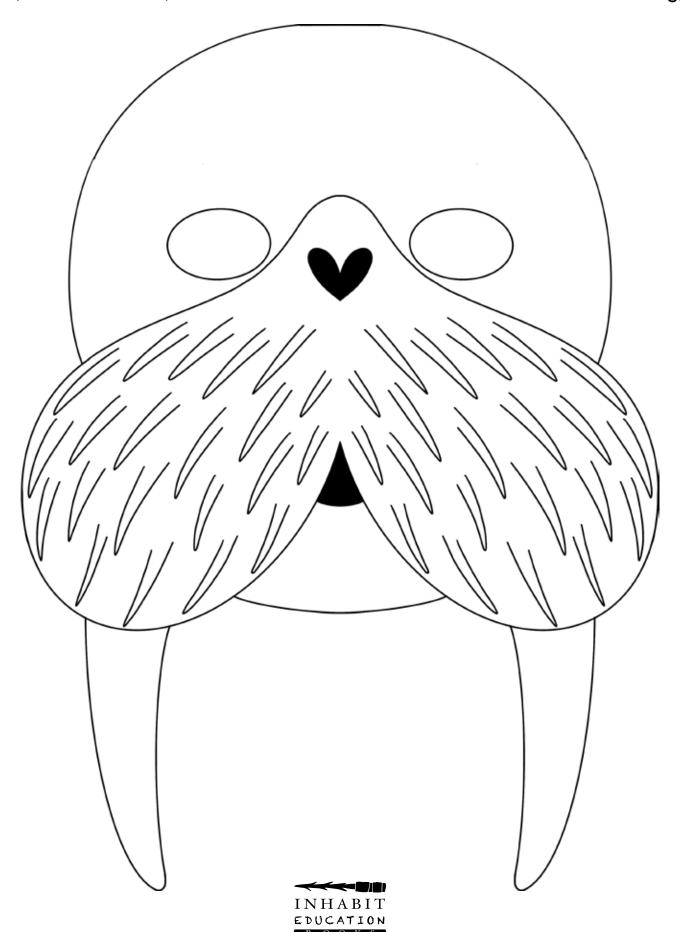
Directions

- 1. Have children colour and cut out the mask. (Assist as needed.)
- 2. Attach a piece of string to one side of the mask. Put the mask in front of the child's face and measure the string along the back of their head. Cut the string to the appropriate length and attach it to the other side of the mask.
- 3. Children can use the mask to retell the story or to engage in free play.



△△௳~√√° Po</c> Make a Walrus Mask

♥AÅ¢ @J‰U5G5LC? WHERE DID THE WALRUSES GO?



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VAAC QJ~LSGSLC? WHERE DID THE WALRUSES GO?

$L \subset \Gamma \land C \subset C$

- $2. < ^{\circ}C^{\circ}U < \Lambda^{\circ}U < \Lambda$

 σ 200% 1: σ 20% σ 20% σ 30% σ 3

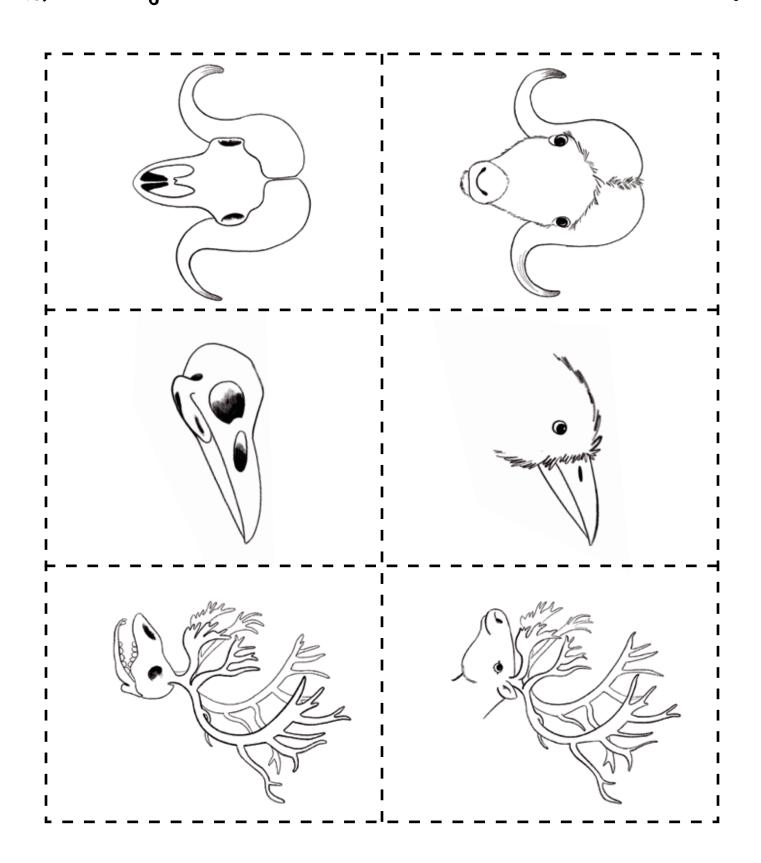
Directions

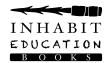
- 1. Have children cut out and colour the cards. (Assist as needed.)
- 2. Use the cards to play a matching game:

Option 1: Lay all the Arctic animal cards face up in a row. Then, give the child one of the skull cards. Have the child match the skull card to the correct animal. If the child is having trouble, point out features on the skull that are unique to the animal, such as the caribou's antlers or the raven's beak.

Option 2: Lay out all the cards (Arctic animals and skulls) face down in two rows of five. Invite the child to flip over two of the cards, attempting to find the matching Arctic animal and skull. If it is a match, the child can keep the cards. If it is not a match, have the child place the cards face down again. Take turns with the child, flipping over two cards at a time until all of the Arctic animals have been matched with the skulls.







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✓AŰ ←J~L°σ°LC? WHERE DID THE WALRUSES GO?

