

Houston Zoo at Home

GIRAFFES

Navigate This

4 and up

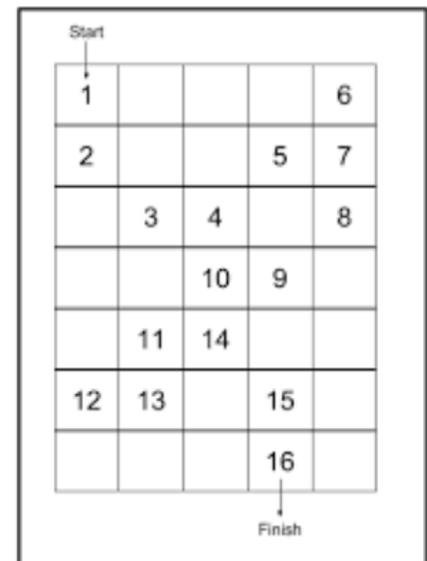
One thing that is distinctive to giraffes are their tongues. The tongue on a giraffe can be up to 18 inches long, purple to black in color, and is prehensile! Giraffes use their tongues to help them strip the leaves off acacia trees. These acacia trees have some sharp thorns and the giraffe's tongue are perfect for navigating this pointy maze.

Materials Needed:

Rope, chalk, masking tape or use whatever other boundary marker you can make
Any items to represent acacia tree thorns (tennis balls, toys, cones, stuffed animals, etc.)

Steps:

1. Take your boundary markers and create a 7X5 grid (the grid can be ANY size). Choose one side of the grid to be your start and the other side as finish.
2. Create a secret pathway through your grid. Its best to write this down so you remember the correct path.
3. Once you've laid out your path, place your "thorns" randomly throughout the grid (be sure that some of the thorns fall in the boxes that contain your path.
4. Challenge each player to find the right path through the maze without touching an acacia tree thorn.
5. If a player touches a thorn, they lose a turn. If they pick the wrong path, they will go back to the beginning and try to find the correct path through.



Level Up Challenge: This time, grab a partner and a blind fold. The person walking through the maze will wear the blindfold. See if your partner can help you navigate through the maze without touching an acacia thorn.

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Tongues Out!

5 and Up

Giraffes are constantly eating food. The reason their tongues are dark in color is because they spend so much time with their tongues out of their mouths, it helps protect the muscle from sun damage. Can you act like a giraffe with its tongue out in this next game?

Materials Needed: Playing cards

Steps:

1. One person (the dealer) will slowly pass a card to each player (the players should look at the cards as they receive them).
2. Keep collecting cards one by one until you get four of a kind (four aces, four jacks, four face cards, etc.).
3. When one player gets four of a kind, they will stick their tongue out without saying anything.
4. When you see another player stick their tongue out, you must also stick your tongue out.
5. The last player to notice becomes the dealer in the next game.

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