

Colourful characters give kids an insight into Aussie wildlife



Kribo Ackerman with her daughter Yodit, 9, (centre) and friend Amelia.

BY PAUL BIBBY

A BALMAIN mother and daughter have created a colourful children's card game where kids learn about Australian wildlife while they play.

After many bushwalks and visits to the Blue Mountains, Kribo Ackerman and her nine-year-old daughter Yodit decided to use the abundant fauna they discovered to make a game - Go Anna.

From their bushwalks came the 'Blue Mountains gang', a group of animal friends including Anna the ringtail possum, Miles the Gecko, and a spotty-tailed quoll called ShaSha, to name a few.

"Part of the inspiration was realising how few opportunities there were for kids to learn about Australia's amazing wildlife outside school," Kribo says.

"A lot of inner city families probably only get out into the bush once or twice a year if that. So hopefully this game will encourage more people to get out and to recognise some of what they're seeing when

they get there," she says.

"It was also being a mum with a young daughter who's full of energy and curiosity. I've always come up with games for Yodit and her friends, and people have kept telling me I should go into it more seriously - so I did."

While the animals in the game come from the bush, their characters were inspired Kribo's nine-year-old daughter, Yodit, and her friend Amelia.

Bringing these colourful, humorous characters to life was Caitlin McDougal, a well-known actor and artist who also lives in Balmain.

Kribo's concern with the wildlife and environment extends to the manufacturing of the game itself.

The cards are printed on non-chlorine bleached, recycled and sustainable forest cardboard and use non-toxic soy based dyes.

Go Anna is available at the Organic Trading Company in Rozelle, Zig-ZagZoug in Balmain and Annandale's Terrific Scientific.