

Animal Relay

Objective: To practice various locomotor skills (animal movements), while performing a relay-type activity.

Equipment: 4-5 cones for each group of 2-3, one animal card under each cone (animal cards must be cut individually and laminating the individual animal cards ensures longer use), music (optional, but recommended)

Tune Suggestion: I Like To Move It – Madagascar

Description: Place cones down in a line and put one animal card under each cone. In groups of 2-3, invite participants to stand one behind the other in line with a set of cones. On the signal to go, the first participant in each the line moves to the first cone, looks under it at the animal card, replaces the cone over the card, then moves like that animal to the next cone. Once at the next cone, the participant lifts it to reveal the next animal. When that participant arrives at the end, they wait for their teammates to arrive. Once everyone has arrived at the other end, the first participant in each group continues back to the other side, again, one at a time. Once all groups are back, each team shifts one set of cones to their right, except the team at the end who moves all the way to the other side. Now, a new set of animals or animals in a different order are in front of each team. Repeat the activity.

Zookeeper

Objective: To demonstrate an animal movement and have someone guess the movement.

Equipment: Animal cards, music (optional, but recommended)

Tune Suggestion: It Takes a Village by Benjamin Bidlack

Description: Invite a participant (“Zookeeper”) to hold an animal card up at their forehead without looking at it. Have another participant demonstrate the animal on the card without using sounds. The Zookeeper attempts to guess the name of the animal. If the guess is correct, another card is held up. Switch roles after either half the cards or the full deck of cards are shown. Be sure to mix the cards up after each round.









