

Quick Animals

Age/Grade Range

- Age 3-13 (modify the activity for age group)

Group Size

- Up to 30 students

Time

- Prep time: 10 minutes
- Activity: 5-15 minutes

Materials

- Pictures of the animals or plants you will use (optional)

Set Up

1. You'll need a space large enough for your group to gather, all see you, and move around freely.

Delivery Tips

- This is a great little activity to use at the beginning of a session to get everyone warmed up and into it.
- Switch up the animals/plants to fit in with the theme of your session.

Activity Directions

1. This is a warm up activity in which the kids will do actions to represent 3 different animals. You will call out the different animals and they will respond with the established actions. Call them out slow at first and then try to get them going faster.
2. Any 3 animals (or plants even) can be used, and you can make different versions for different ages.
3. Establish a body position that represents each animal. For land animal sessions you could use Mosquito (arm out in front of the nose like a stinger), Muskox (down on hands and knees) and Hare (2 arms above head like big ears).
4. For kids ages 5 and under, simply say the animals and do the actions with them. Try moving around like the animal too and ask them what noise they think that animal makes.



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Topic

- Ecology and Animals

Objective

- Warm up activity
- Get students on their feet, moving and listening.
- Learn a bit about some animals and plants.



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5. For older kids (ages 6-10), after a couple of times doing the actions with them, tell them to do the action for the animal that you say and not the one that you do. So for example, say “mosquito” and do the action for “muskox”. The kids will find it funny when they’re tricked and follow what you do by mistake. The faster you change the animal the better.
6. For kids older than 10, you can make it harder by having 3 people form one animal (or in the case of muskox, 3 make one herd).
 - a. So if you say Mosquito, one person makes the stinger with their arm in front of their nose, and 2 others make the wings on either side.
 - b. Muskox: the 3 people go on their hands and knees in a circle, facing outwards. (Explain to them that this is how muskox protect their young, they would put them in the middle of the circle.)
 - c. Hare: one person forms the ears, and 2 others on either side lean in to the middle person, stomping one foot like the snowshoe hares big hind feet.
 - d. Depending on the capability of the group, you can make them form different groups of three each time, or run around in between each time you say an animal... that way there’s a bit more chaos (and a few more laughs) when they are trying to get into the right position.
7. For an aquatic session, you can replace the 3 animals above with Pondweed (arms swaying above head), Fish (arms together in front to make an aerodynamic shape for swimming) and Duck (one hand making beak and one making tail).
8. For all the animals you chose for the game, especially if they’re not really common, having a picture of them to show is a good idea.



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