



Activity Information



Age: Kindergarten / Pre-school, Foundation, Year 1, Year 2



Participants: 1 +



Equipment: Cones (optional)



Duration: 5 minutes

Take a trip to the zoo! Children move around the play space performing different animal movements in response to the educator's instructions.

Skill focus:

Explore these skills for teaching tips

Balancing

Running

Jumping

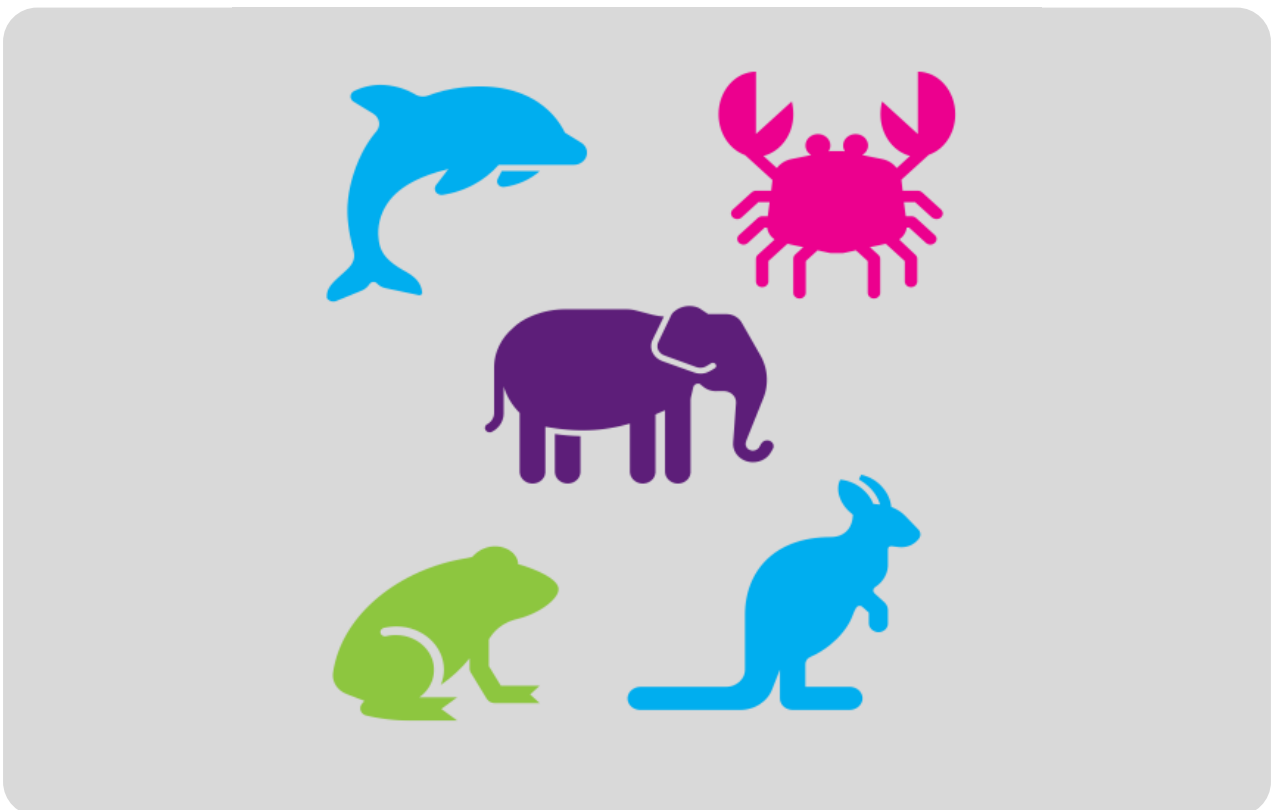
Galloping

Animal Walks



Set Up:

Designate a play space, with the educator standing in front of the children.



How to play:

Step 1:

- Educator begins moving like an animal they choose (e.g., kangaroo) around the designated area or between the cones, and the children copy

Step 2:

- Educator changes to a new animal movement. Ideas of animal walks to try out include;
 - Hop like a kangaroo
 - Jump like a frog
 - Crawl like a bear (on all fours, belly button facing down)
 - Walk tall on tiptoes like a giraffe
 - Stomp like an elephant
 - Run fast like a cheetah
 - Walk like a crab (on all fours, belly button facing up)
 - Jump and swing arms around like a monkey
 - Gallop like a horse
 - Slither like a snake
 - Fly like a butterfly
 - Zoo! Be any animal that you like

Step 3:

- Educator calls out 'Zoo' and children can choose to move like an animal of their choice

Physical Literacy Tips:

- Join in with the children
- Make the animal noises while doing the actions
- Let a child choose the animal

Variations:

Make it easier

- Start with simple, familiar animal walks such as jump like a frog, run like a cheetah
- Shorten the distance

Make it harder

- Perform animal walks over a larger distance
- Introduce some more tricky animals. Try a donkey kick, bear crawls, or an inchworm!