

Move Like an Animal Outdoor Game

Activity:

1. Choose an animal from the list and copy how they move.
2. The other kids must guess which animal you are imitating.
3. Check the modes of locomotion below. Note that many animals share the same mode of locomotion. If no one can guess your animal by how you move alone, add another feature that will help identify you. For example, a grasshopper rubs its legs together or a bat hangs up-side-down or a bee buzzes.

Hop: kangaroo, grasshopper, rabbit, hare, toad

Run: cheetah, wolf, zebra,

Slither: anaconda, rattlesnake

Swim: fish, shark, whale, seal, dolphin

Fly: swallow, hawk, owl, crow, bat

Swing from Branch to Branch (Brachiate): sloth, orangutan

Walk: bear, raccoon, elephant

Glide: flying squirrel

