

EYFS & KS1 Fiesta Fun Home Learning Resource

Animal Movement Game

Task:

Print out the following pages as a resource sheet to help children recognise animals, words, and actions.

Music:

You could use music to make this activity more fun, i.e., lion king or jungle music.

Move around the room following one of the animal movements to the music, once the music stops you must stand as still as possible.

Use a dice:

Each movement represents a number on a dice, i.e., 1 = frog. If you roll the dice and it lands on 1, then the movement would be 'leap like a frog'. Perform each action for 10 seconds.

Progression:

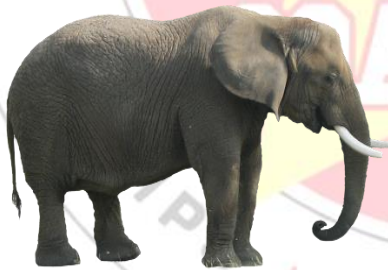
- Can you make it a memory game and play without using the pictures?
- Can you beat your family member by reacting the quickest to the roll of the dice? First to 5 wins.
- Can you create your own game by making up different animals or characters and actions?



Leap like a frog.



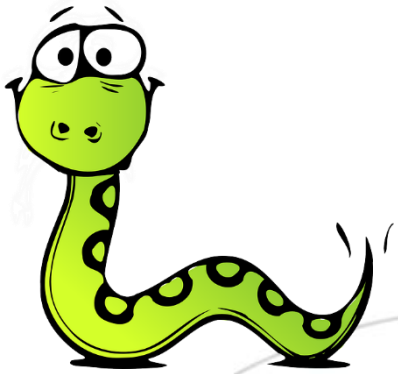
Balance on one leg
like a flamingo.



Wave your arm like
the trunk of an
elephant.



Bounce like a
kangaroo.



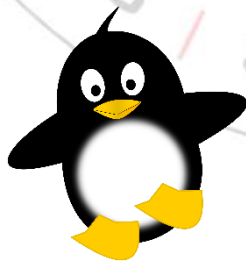
Slither like as snake.



Crawl like a bear.



Walk like a crab.



Waddle like a penguin.