ANIMAL ACTIONS!

KS1 & KS2

Aim: To make children aware that they can use observation to identify animals. The Children and teachers will be asked to impersonate an animal.

Key Messages: The game should be fun! Get the teachers involved.

Preparation: Photocopy tables, cut out individual animals and laminate if possible. Find a suitable open space and scan the area for any unwanted items!

Equipment: Animal cards. Allow the Children to use sticks or objects immediately around them to demonstrate the animal to the group.

Restrictions: None

Teacher Notes: Give each small group or individual an animal card. They should keep their animal a secret from the rest of the group. They should then take it in turns to perform to the rest of the group by doing the following:

1. **Create a pose:** Hold a pose of the animal for 5-10 seconds
2. **Move like the animal:** Re-create its actions
3. **Make a noise like the animal:** Does it create a noise when it flies, does it bark!

The group mustn't shout out the name until the end of the performance. Clues can be given out by the teacher or by the child. The children can ask questions to find out the identity of the animal. You can ask the children to think of how they might have impersonated the animal. When everybody has done their performance discuss how you can make observations of animals behaviour, feeding, movement, sound and physical characteristics to identify them.

Further/Alternative study:

* You could create a piece of drama to show how different animals are associated through food chains/ food webs.
* Ask the children to impersonate an animal that they wouldn't expect to find on the reserve

FROG	SPIDER	SNAKE
BUTTERFLY	DRAGONFLY OR DAMSELFLY	RABBIT
WOODPECKER	SWAN	BEE
VOLE	GRASSHOPPER	FOX
BADGER	DEER	OWL
SQUIRREL	OTTER	WASP
BAT	FISH	MOTH