

Animal Pairing

Grade Three & Four

PLAY

To break the ice, create fun energy, and build connections between students by having them pair up based on matching animal sounds or actions. This activity helps students work together and form bonds without using words.



Learning Intentions

I can engage in non-verbal communication and work with others:

Students will practice communicating without speaking, using body language, sounds, and actions to find their matching partner.

I can work as a team and collaborate to achieve a shared goal:

Students will work with their peers to form pairs or groups, encouraging cooperation and social interaction.

I can have fun while learning to interact creatively with my classmates:

Students will explore creativity and playfulness while making animal sounds or actions, helping break the ice in a fun and energetic way.



Success Criteria

Effective Non-Verbal Communication:

Students will use animal sounds or actions effectively to communicate and find their partner without speaking.

Active Participation:

Students will actively participate by mimicking their animal's sound or action and looking for their match.

Positive Interaction with Peers:

Students will show enthusiasm, respect, and encouragement while interacting with others, creating a positive group atmosphere.



Animal Pairing

Grade Three & Four

PLAY

Objective:

To break the ice, create fun energy, and build connections between students by having them pair up based on matching animal sounds or actions. This activity helps students work together and form bonds without using words.

Players:

It is ideal for groups of students, classrooms, or large groups. It can also be adapted to form pairs or larger teams.

Materials:

- Animal pairing cards with pictures of animals (this can be printed or cut from the attached PDF).
- Space for students to move around freely.

Setup:

1. Prepare the Animal Cards:

Print out and cut out cards with animal pictures and their names (ensure each animal has a matching pair).

2. Distribute the Cards:

Hand out one animal card to each student at random. The students should keep their card secret.

3. Explain the Game:

Tell the students that they are not allowed to speak. Instead, they must use only animal noises or actions to find the person with the matching animal.

Gameplay:

1. Non-Verbal Communication:

Once the students have their cards, they should begin making the sound or action of the animal on their card. For example, if they have a lion, they might roar, or if they have a frog, they might hop.

2. Find Your Partner:

Students will roam around the room, communicating through their animal sound or action to find the person with the matching animal. They are not allowed to talk during the activity.



Animal Pairing

Grade Three & Four

PLAY

3. Forming Pairs or Groups:

Once students find their match, they pair up. If you want teams or groups of 4 have more than two animals to hand out (e.g, 4 lions), you can form larger groups this way.

4. Add on - optional:

Once participants find their match you can pose one question they must answer to each other e.g., What is one thing they fear? Or what is one memory they never want to let go of?

Winning the Game:

There are no winners or losers in this game. The goal is to encourage fun interaction, creativity, and communication. The activity ends when all pairs or groups are formed.

Variations for Different Settings:

1. Team-Building Edition:

Use a wider range of animals and assign larger groups. For example, three or four students can work together to form a team. This variation encourages collaboration within groups.

2. Outdoor Edition:

Play the game outside in a larger space, allowing students to move around freely. You could even add physical activities such as only having non verbal game play whereby participants need to purely act out or move around the space like their animal would move in the wild, this will enhance the energy and fun aspect of the game.

3. Animal Charades Edition:

Instead of simply making sounds or movements, challenge students to act out their animal in a more elaborate way, allowing their peers to guess who they are trying to pair with.

Additional Notes:

Animal Pairing is an engaging and energetic way for students to connect and break the ice. This activity encourages creativity, enhances social interaction, and creates an exciting atmosphere through physical movement and non-verbal communication. It's perfect for the start of a new class or group to help students get to know each other in a fun and interactive way!



PAIRING CARDS



LION



LION



SNAKE



SNAKE

PAIRING CARDS



FROG



FROG



ELEPHANT



ELEPHANT



PAIRING CARDS



BIRD



BIRD



ZEBRA



ZEBRA



PAIRING CARDS



MONKEY



MONKEY



WOLF



WOLF

PAIRING CARDS



TURTLE



TURTLE



DOLPHIN



DOLPHIN

PAIRING CARDS



PANDA



PANDA



CROW



CROW

PAIRING CARDS



PAIRING CARDS



EAGLE



EAGLE



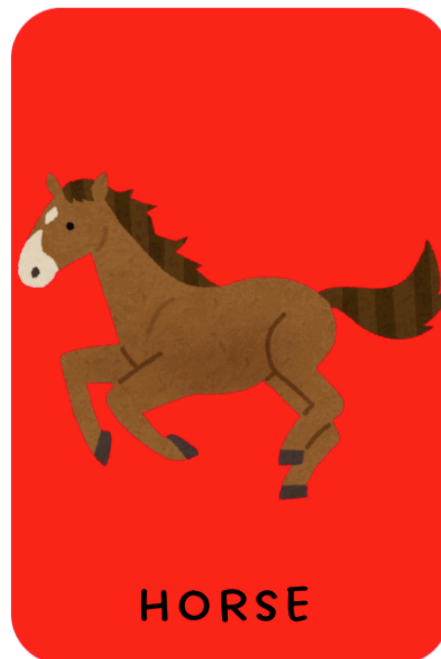
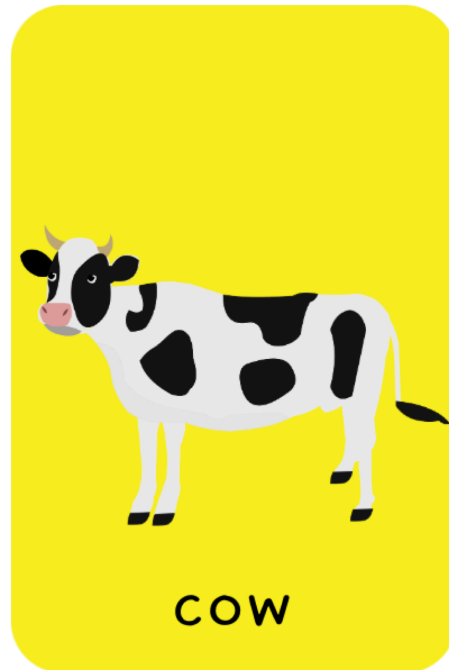
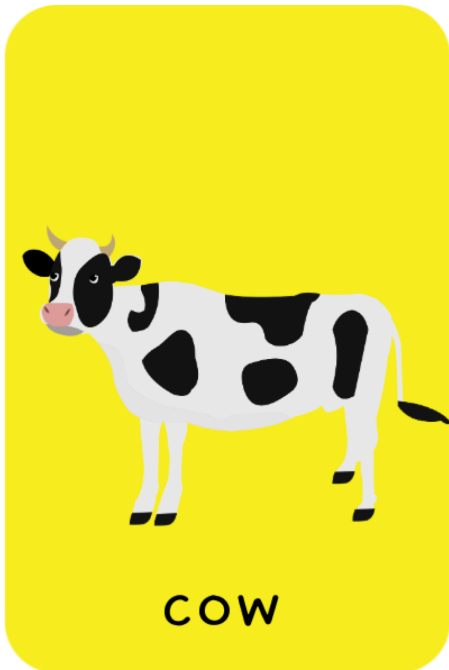
PENGUIN



PENGUIN



PAIRING CARDS



PAIRING CARDS

