

What Animal Would You Be? - Levels C & D

STAY ACTIVE

To encourage creativity, movement, and group participation by acting out different animals in a playful and engaging way.



Learning Intentions



Use Imagination:

Students use creativity to pretend to be different animals.

Develop Motor Skills:

Students practise coordination and movement through safe animal actions.

Follow Instructions:

Students listen to directions and join in group play.



Success Criteria

Students copy and perform simple animal movements.



Students use imagination to act as different animals.

Students participate with energy and follow along with the group.



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Duration: 5–15 minutes

Objective

To encourage creativity, movement, and group participation by acting out different animals in a playful and engaging way.

What You Need

- A clear, safe space for movement.
- Animal cards or visuals (optional, for extra support) (found in PDF resource tab).

Gameplay

1. The teacher tells the students, *"We are going on an adventure to pretend to be different animals!"*
2. Show or name an animal (e.g., worm, kangaroo, bear).
3. Students copy the animal's movement for 10–20 seconds.
 - **Examples:**
 - Worm → Wiggle on the floor.
 - Kangaroo → Small jumps on the spot.
 - Bear → Crawl on hands and feet.
 - Lion → Stand tall and roar.
4. Continue with 4–6 animals, depending on student engagement.
5. Finish by asking: *"Which animal was your favourite? Why?"*

Debrief

- *"Which animal was easiest or hardest to be?"*
- *"How did it feel to move like that animal?"*
- *"Which animal do you feel like today?"*

For Wheelchair Users / Accessibility

- Students can act with **arms, hands, or sounds** (e.g., flap arms like an eagle, roar like a lion).
- Use visuals or sound effects for support.
- Encourage participation through storytelling, gestures, or role-play instead of full-body movement.



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Notes for Inclusion

- Students can choose their own way to show the animal (movement, sound, gesture, or picture).
- Model each movement clearly.
- Celebrate all contributions with cheers, claps, or thumbs up.
- Focus on fun, not accuracy; every attempt is a success.

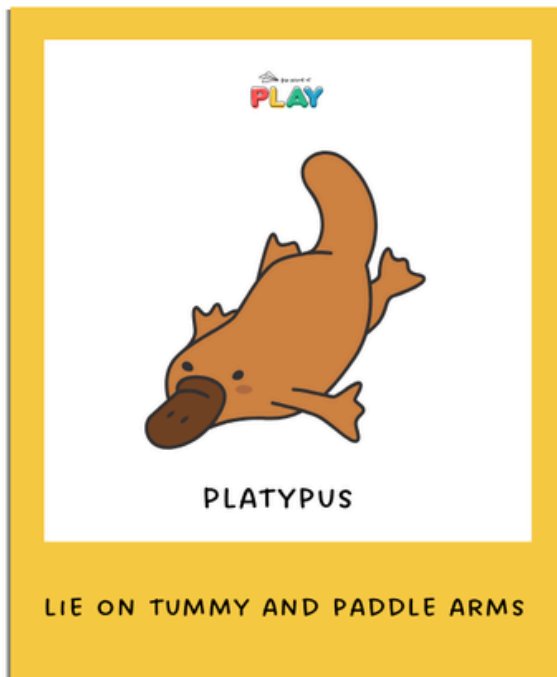
Variations

- **Children's Edition:** Use simple, familiar animals (cat, dog, bird, fish).
- **Fitness Edition:** Add safe, gentle stretches with each animal (e.g., big lion stretches, bird wing flaps).
- **Group Edition:** Students work in pairs, one performs the animal, the other guesses which animal it is.



ANIMAL CARDS

PRINT AND CUT THE ANIMAL CARDS. SHOW ONE CARD AT A TIME AND INVITE EVERYONE TO COPY THE ANIMAL'S MOVEMENT OR SOUND. ROTATE THROUGH SEVERAL ANIMALS, KEEPING ACTIONS SHORT, FUN, AND ENERGETIC.



ANIMAL CARDS

PLAY



DOG

WALK ON ALL FOURS AND BARK

PLAY



FROG

SQUAT AND JUMP FORWARD

PLAY



BIRD

FLAP ARMS LIKE WINGS

PLAY



SNAKE

SLITHER AND SWAY ARMS

ANIMAL CARDS



MONKEY

SWING ARMS AND SCRATCH HEAD



LION

STAND TALL, PRETEND CLAWS,
ROAR

