

Animal actions

For this activity you will need a selection of toy animals. If you don't have any available you can draw pictures of animals instead.



Begin by naming all the animals you have chosen to play the games with. Make sure your child understands the name of each animal by asking them to point to one that you call out. For example, "Point to the monkey."

Next you will need to talk about the action you could make with your body to represent the movement each animal makes. For example, the elephant may stomp around, swinging his trunk. The penguin may waddle with their feet close together and arms by their sides.

To play the game, you need to choose an animal to act out without the other players seeing which one you have chosen. Each player has to guess which animal is being acted out by naming it. For example, "You are an elephant." "I think you are a monkey."

Make it easier: Choose a smaller selection of animals to start with and practise showing and naming the animal you wish to be acted out.

Make it harder: Choose two or three animals and encourage your child to act out each animal in a sequence. Model vocabulary, such as, "I can see you are stomping like an elephant." Can they repeat any of these words in their own sentences?



Have fun being your favourite animal!

