

ANIMAL GAME

AIM

This game will encourage children to think of what animals live in Australia; promote movement, creativity and psychosocial skills.

METHOD

1. Gather the children to form a circle facing inwards.
2. Ask the children to think of an Australian animal.
3. Ask the children to think of how that animal would move around in the bush.
4. Ask the children who would like to go first.
5. Get the first child to mimic the animal by walking, crawling, hopping, jumping etc. away from the circle and get everyone else to mimic that child as well.
6. Instruct the child to return to his or her original spot in the circle.
7. Repeat until every child has had a turn.