



WARM UP

GAME

Musical Animal Game

Summer 2 – Week 36

LEARNING OUTCOMES:

- Listening and reacting.
- Different body movements.
- Gross motor skills and agility.
- EYFS Prime: C.L / P.D / P.S.E.D.
- EYFS Specific: World / Literacy / Expressive.

TIME:

5-10 mins.

SET-UP:

Lay out one hoop per child.

EQUIPMENT:

Music and hoops.

SAFETY:

Watch out for other players. Make sure area is clear. Children all run in the same direction.

DESCRIPTION

Children all dance to the music inside their hoop, when the music stops the teacher can call out an animal that the children can pretend to be, when the music starts again, they can be that animal, for example:

1. Fast animal = cheetah, run fast on the spot.
2. Slow animal = snail.
3. Heavy big steps = elephant.
4. Tip toes stretching up high = Giraffe.
5. Scary noise = Lion.
6. Quick steps = mouse.
7. Freeze = Teddy bear.

PROGRESSION/VARIATION

1. Get one of the children to call out the animal commands.
2. Can the children think of any different animals to act out.
3. Teacher can call out different animals for each team. For example, boy's snails and girl's mice.
4. Make the game a knockout, so last child to stop and freeze is out.