



Instructions

- Tell participants we are going to pretend to go to the zoo for the day.
- Call out animals and have the participants try to move and sound like that animal.
- Give participants the opportunity call out of different animals to move around like.
- Some examples of animal movements are:
 - Jump like a bunny
 - Run like a cheetah
 - Fly like a parrot
 - Stomp like an elephant
 - Crawl like a bear
 - Gallop like a horse
 - Hop like a flamingo
 - Swim like a fish