

# Animal Movement Relay

# PLAY

To help students develop physical coordination, confidence in movement, and social interaction by mimicking animal movements while participating in a relay race. Students will also engage in making animal sounds, adding an extra fun element to the activity.



## Learning Intentions

**I can practice physical coordination by mimicking different animal movements:**

This encourages students to engage in physical activity while also connecting to their creativity by making animal sounds.

**I can build confidence in movement by participating in a relay race and completing different challenges:**

This promotes self-assurance in movement and encourages students to step out of their comfort zone while having fun.

**I can collaborate with my classmates to complete a fun challenge as a team:**

This fosters teamwork and communication as students support each other during the relay.



## Success Criteria

**I can move like different animals, including hopping like a frog, slithering like a snake, and flying like a bird, while making the correct animal sound:**

This ensures students are practising animal movements and building confidence through participation.

**I can complete my animal movement and make the appropriate animal noise with enthusiasm:**

This encourages students to fully engage in the activity and adds an extra layer of fun by incorporating sounds.

**I can work with my teammates, taking turns and encouraging each other throughout the relay:**

This promotes collaboration, kindness, and positive social interactions among peers.



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## Objective:

To help students develop physical coordination, confidence in movement, and social interaction by mimicking animal movements while participating in a relay race. Students will also engage in making animal sounds, adding an extra fun element to the activity.

**Players:** Ideal for groups of 4-20 students, in smaller teams for a relay race.

## Materials:

- Open space (indoor or outdoor).
- Optional: Animal sound recordings or animal-themed music to accompany the game.

**Time Required:** 10-15 minutes.

## Setup:

Organise students into teams, ensuring each team has enough space to race across the room or playground. Set up a starting point and a finish line. If available, you can play animal sounds or music to add more excitement to the activity.

## Gameplay:

### 1. Explain the Game:

Tell students that they will be racing in teams by mimicking different animal movements. Each student will move like an animal to the finish line and back while making the corresponding animal sound.

For example:

- **Hop like a frog** and make a "ribbit" sound.
- **Slither like a snake** and make a "hiss" sound.
- **Fly like a bird** and make a "tweet" sound.
- A great point here is to ask your students through a class discussion what other animal movements and sounds could be used during their relay, this gives them ownership and will improve their engagement.

### 2. Start the Relay:

Students take turns moving like the animals. The first student in each team starts by mimicking the first animal movement (e.g., hopping like a frog), races to the marked line, and then returns to tag the next teammate. The next student then continues with the next animal movement.

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### 3. Encourage Teamwork and Fun:

As students take turns, encourage them to cheer on their teammates and have fun with the animal sounds. Remind them to be creative with their movements and sounds!

### 4. Winning the Game:

The first team to have all of their members complete the relay race wins. However, the focus is on having fun, moving creatively, and supporting each other, rather than competition.

### Family or Classroom Variation:

In a family or classroom setting, encourage children to share the animal sounds they made and discuss which animals they liked to mimic the most. You could also make it a "themed" animal movement relay by choosing a specific group of animals to imitate (e.g., jungle animals, ocean creatures, etc.).

### Additional Notes:

This game helps young students practice gross motor skills and creativity while encouraging teamwork and social interaction. It is an excellent way to get students moving, having fun, and building confidence in a non-competitive, supportive environment.

