

# What Animal Would Be

WRITTEN

To help students practice animal recognition, creativity, and self-expression by drawing an animal they would like to be and explaining why they would choose that animal. This activity fosters imagination and allows students to reflect on personal qualities they admire.



## Learning Intentions

**I can practice animal recognition by choosing an animal I would like to be and drawing it:**

This helps students expand their knowledge of different animals and understand their characteristics.

**I can use creativity to imagine myself as an animal and express why I would like to be that animal:**

This encourages students to think creatively and engage in imaginative thinking.

**I can develop self-expression by explaining why I would choose a particular animal and sharing the qualities that I admire in it:**

This fosters communication skills and helps students articulate their thoughts and feelings.



## Success Criteria

**I can draw an animal that I would like to be, making sure to add details that show what makes the animal special:**

This ensures students are engaged in the drawing process and thinking about the animal's characteristics.

**I can explain why I would like to be this animal, focusing on the qualities I admire in it (e.g., bravery, strength, kindness):**

This helps students practice self-expression and develop verbal communication skills.

**I can listen to others and understand why they chose their animal, engaging in positive group sharing:**

This encourages students to listen actively and appreciate each other's thoughts and choices.



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## Objective:

To help students practice animal recognition, creativity, and self-expression by drawing an animal they would like to be and explaining why they would choose that animal. This activity fosters imagination and allows students to reflect on personal qualities they admire.



**Players:** Ideal for 4-20 students.



## Materials:

- Paper and crayons, markers, or coloured pencils for drawing.
- Optional: Animal picture cards or books for inspiration.

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

## Setup:

Ensure students have enough space to draw comfortably. Provide paper and materials such as crayons, markers, or coloured pencils. If necessary, offer pictures or examples of animals to inspire students in their choices.

## Gameplay:

### 1. Introduce the Game:

Explain to students that they will be drawing an animal they would like to be. Encourage them to think about animals that have qualities they admire, such as being brave like a lion or fast like a cheetah.

### 2. Start the Drawing:

Ask students to draw their chosen animal on the paper. Encourage them to add details that represent the characteristics they admire, such as a lion's mane for bravery or an elephant's trunk for wisdom.

### 3. Reflection Time:

Once students have completed their drawings, ask them to think about why they chose that particular animal. For example, "What do you admire about this animal?" or "Why does this animal represent something special to you?"

### 4. Sharing with the Group:

After everyone has finished their drawings, invite students to share their animals with the group. They can explain what qualities make the animal special and why they would like to be that animal. Encourage positive feedback and active listening.

### 5. Encourage Creative Thinking:

Remind students that there are no right or wrong answers. The goal is to think creatively and reflect on the qualities that make each animal unique. You can also ask them to think about how they might display those qualities in their own life.



# What Animal I Would Be

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## Winning the Game:

There is no winner in this game. The goal is for students to practice creativity, self-expression, and animal recognition while learning about the qualities they admire. Success is measured by participation, reflection, and confidence in sharing with others.

## Family or Classroom Variation:

In a family or classroom setting, students can create an "Animal Parade" where they walk around the room or classroom pretending to be their chosen animal. This adds a fun, interactive element to the activity and helps students connect with their creative choices in a physical way.

## Additional Notes:

"Animal I Would Be" is a great activity for encouraging imaginative thinking and self-expression. It also offers students the opportunity to reflect on the qualities they value, whether in animals or themselves. This game can be a fun, insightful way to engage students in both creative drawing and meaningful reflection on personal qualities.

