

# ANIMAL KINGDOM

## READY

**EQUIPMENT:**

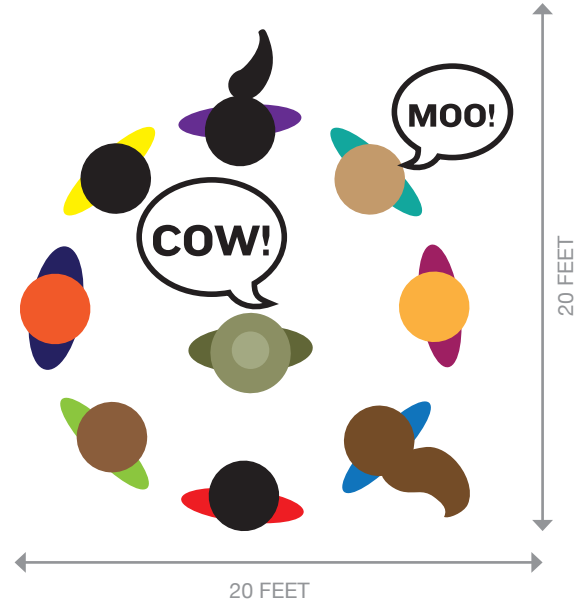
NONE

**SET-UP:**

CIRCLE BOUNDARY

**NUMBER OF PLAYERS:** 8 +

**TIME:** 10 MINUTES +



## EXPLAIN

- 1 Form a circle and stand 6 feet away from each other. Select one player to be the zookeeper, who will stand in the middle of the circle.
- 2 The zookeeper will close his or her eyes and instruct other players how to move around the circle (skip, run, jump, etc.). Make sure to keep your distance.
- 3 When the zookeeper is ready, he or she says, “freeze,” points to someone, and shouts out an animal.
- 4 If you are chosen, you have to make the sound of an animal that the zookeeper says.
- 5 The zookeeper has three chances to guess who made the sound.  
 Wi-fi (wireless high five or air five) the zookeeper.  
 The player who made the animal sound switches places with the zookeeper.

✓ **For Understanding:**

- How many guesses do you have?
- When can you go to the middle of the circle?

**GAME TIP:**

- Make sure the zookeeper closes his/her eyes.

**CONFLICT RESOLUTION TIP:**

- If the zookeeper points between two people, have them do rock-paper-scissors to determine who will make the animal sound.

**OUTDOOR TIP:**

- Change the movement of the circle.

**CATEGORY:**

CIRCLE

**ENVIRONMENT:**

- AUDITORIUM
- CAFETERIA
- CLASSROOM
- HALLWAY
- GYMNASIUM
- LIBRARY
- PLAYGROUND

**GRADES:**

K-8

**FITNESS FOCUS:**



**BACK-UP GAMES:**

- ALIEN
- RED HANDED
- RING BLING

## PLAY → REP IT OUT!

- **EASY:** Zookeeper will guess the noise.
- **MEDIUM:** Make the movement of the animal.
- **HARD:** Say the word like the animal.