

ACTIVITY GUIDE



ANIMAL THEMED CLASSROOM GAMES



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Animal Farm: Get students into a circle and have them count off from one to five. Assign an animal for each of the five numbers. Tell students what animal their number corresponds to and what sound that animal makes. They could be a dog (bark), a duck (quack), a cow (moo), a cat (meow), a sheep (baa), a lion (roar), etc. Make sure every student has been assigned and remembers their animal. Students must keep their eyes shut during the game. They must find their fellow matching animals by making their sounds while walking slowly around the area with their hands up to act as a bumper. The game is over when everyone has found their group or when the first group is complete and together.

Animals Move: The player who is it stands at the front of the room and calls out the name of mammal, bird, fish, or reptile, and a movement. For instance, the leader might call out, "Horses fly. Birds crawl. Salmon swim." When the leader states a correct relationship, the class must move accordingly. In this example, they would make a swimming movement. When an incorrect relationship is given, the children should not move. Those who move at the wrong time can sit down and wait until a new leader is selected. Games should be kept short so that all children have a chance to lead and no one has to sit out too long.

Beat the Bunny: The bunny (small ball) is started first and is passed from person to person around the circle. When the bunny is about half way around, the farmer (large ball) is started in the same direction. The farmer can change directions to try and catch the bunny, but the bunny can only go one way, until the farmer changes direction.

Blind Cow: All players sit in a circle facing the center. One person is blindfolded and is the "Blind Cow." The "blind cow" should be spun around and then brought to the center of the circle. The bell should then be passed around the circle and rung.

Bob The Weasel: One member of a group steps into the center of the group who are circled around that member. The outside group put their arms around each other as in a huddle and pass an object around the outside of the circle. The person on the inside of the circle must try to guess who has the object while turning slowly and the group is jumping and repeating "Bob the Weasel keep it goin' keep it goin'". If the person inside the circle has their back turned to the person in the circle with "Bob"; that circle member may hold up the object and everyone would say "I saw the weasel, I saw the weasel" and then return to the original "Bob the Weasel Keep it Goin' keep it Goin'". It is easy for this game to get VERY loud so it is best done in an open space, and when done in a small group the inner member may get closed in on, if a circle member is caught with the weasel then they become the inner member.

Bullfrog Game: Circle the students, with their hands outstretched to the side with their palms facing up. The right hand should be on top of their neighbor's left hand (continuous around the circle). The leader begins the chant and a slap is passed around the circle along with the chant, "Down by the banks of the hanky panky, where the bullfrog jumps from bank to banky, with an E, I, O, U, it got on a lily with a big kerr-plop! (Some students seem to know another version, but this one is shorter and easier to remember...). When you get to the kerr-plop on the last beat, the person tries to move his or her hands before they are slapped. If they move their hand before it is hit, the hitter who missed is out, if they don't move it in time, the person whose hand was hit is out. The players who are out move to the outside of the circle and help sing the song.

Cat and Mouse: Everyone but two people forms a circle standing far enough away from each other so that a person can safely run past them on either side. They must also be close enough to reach the hand of the people on either side of them. One of the people outside of the circle is the cat and the other is the mouse. They will begin on opposite sides of the circle. When the game starts, the cat tries to catch the mouse. If either the cat or the mouse runs through one of the spaces in the circle, the space gets closed. This is done by holding hands. The game goes on until all the spaces are closed or one or the other gets trapped inside the circle.

Chicken Picks: Players sit in a circle and one player goes into the middle. A topic is chosen and the rubber chicken starts at one person and is passed around the circle. The person in the middle must list as many things as they can from the topic, but they only have however long that the chicken makes it around the circle once. When the chicken gets back to the starting point, the person must stop talking. A designated counter should be in the group to count how many objects they are able to list. The person that is able to list the most objects is the winner. Topic example: Chocolate Bars (ie) hershey, crispy crunch, aero etc. etc. etc.

Circle Animals: All students begin in a circle, with one student chosen to be in the center of the circle. The student in the center will point to a student on the circle and call out an animal. The student, who is pointed to, along with the student to his/her right and left, has to create the animal that was named. If the student in the center points to Joe and says, "Rabbit", Joe holds 2 fingers over his head making rabbit ears. The 2 students next to Joe each tap one foot on the ground to mimic hopping. Students who do not do the correct movement are out. These students now move to the center of the circle and choose animals for people to create. Game continues until only three students are left.

Classroom Mousetrap: Several pairs of children form arches around the circle. The arches remain up until the teacher says, "Snap"; then they are brought down. The other children (the mice) scurry through the arches and try to avoid being caught. Anyone caught forms additional arches

Dead Fish: What do Dead Fish do? Exactly... nothing! Explain that the rules are to be the best Dead Fish by being as "lifeless" as they can. Give them a few seconds to get all the wiggles and laughs out. As soon as you start, walk around and tag people 'out' that are moving or laughing. Allow those that are out to help you by trying to get people to laugh and respond.

Elephants, Cows and Giraffes: Get into a circle with one person in the center. This person will then call out elephant, cow, or giraffe. The person that is pointed out, as well as the person on each side of him/her will have to coordinate their actions and make each animal as described. Elephant: center will stick both hands in front of their nose in a cylinder to form a trunk. On each side of them they will form the ears by leaning over placing one hand by the center person's hips and the other by their head. Cow: center person will enter lock their fingers and turn them upside down so that the thumbs point down forming udders. The outside people will then milk the udders. Giraffes: center places their hands directly over their head and together forming the neck, while the outside two arch their backs touching the middle person's toes to form the legs. If they do not get into this position by the count of 5 by the pointer then the last to get into position will become the center person.

Fox and the Rabbit: Have the group form a circle. Hand a ball out to two people on opposite sides of the circle. Designate which ball is the fox and which is the rabbit. Explain that each ball is like a hot potato and should not be held for more than one second. The object of the game is for the fox to catch the rabbit. Both the fox and the rabbit move by being passed (not thrown) around the circle in any direction. If a student is holding the fox they should pass the ball to the person next to them, whomever is closer to the rabbit. Those players holding the rabbit should pass to someone farther away from the fox. When the fox catches the rabbit start a new round.

Frog: Everyone sits in a circle. The first person says "One frog". The next person says "2 eyes", the third person says "4 legs", the fourth says "in the puddle", and the fifth says "ker-plop". The next person starts over with "2 frogs" and the game continues as follows: 4 eyes, 8 legs, in the puddle, in the puddle, ker-plop, ker-plop. See how many frogs you can get up to. This may be done to a beat of claps and snaps.

Kitty Wants A Corner: Before you start the game, one person must be dubbed the kitty. Once you have your kitty, everyone but him/her must stand in a circle. The kitty stands in the middle of the circle, and goes to each person saying "Kitty Wants a Corner". If the person asked wants to give up their spot, they give the kitty their space, which then makes them the kitty. If the person asked does not want to give up their space, they say "Ask my neighbor". If the kitty doesn't get a space, they must keep asking until they get one. Here's the tricky part: while the kitty is asking for a corner, everyone behind him/her is switching places. One person has to switch with another, without being seen. Because if the kitty sees you trying to switch places, they can steal the corner before you get there, which makes you the new kitty.

Lions Cub: Select a person to be the Lion, have the lion sit with their backs to the other players at least ten feet away. Put a stuffed animal behind the lion and have the lion pretend it is his cub. Have the other players take turns sneaking up behind the Lion and trying to steal the cub. If the lion hears the other person sneaking up it can roar and then turn around. If the lion has caught a player the player takes the lions place and the lion goes back to the other players. If there is no player when the lion roars the player lion remains the lion and the game starts again.

Mystery Creature: Write the names of several different animals on the small sheets of paper. Stick an animal to the forehead of one student, not allowing him/her to see what's written. The student then asks yes or no questions to try and guess the animal that's been assigned. Examples: "Am I big?" "Do I have scales?" "Am I a mammal?"

Snake's Tail: The group will line up single file and place their hands on the shoulders of the person in front of them. On the word "GO" the person in the front of the line tries to catch the person at the back of the line. The line cannot come apart. Rotate the group from front to back or back to front for each round of play. Once the group has caught their own tail once or twice, have them try to catch the tail of a different "snake."

The Bone: Form a circle with students sitting down. Pick one child to be the dog. The dog sits in the center of the circle on a chair, blindfolded, guarding his or her "bone" (placed under the chair). The rest of the students are silent. The leader chooses one student by silently pointing to them. This person must try to steal the bone without getting caught. The dog has to bark and point in the direction from which s/he thinks the stealer is approaching. The dog only gets three chances to bark. If the stealer makes it back to his or her spot before the dog catches him or her, the stealer gets to be the dog. If the dog catches the stealer, the game continues with the same dog and the leader chooses a different stealer.



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