

## Mimicking animals to the finish line

About this activity:

Animals come in all shapes and sizes and move in many different ways. In this activity, mimic (copy) the movement of other animals. Then set up a length for a racetrack. Time yourself moving along the length of your track to find out how long each animal movement takes to reach the finishing line.

What you need:

- Mimicking animal sheet (overleaf)
- Results sheet (overleaf)
- Pen
- Something to lean on
- Timer
- Two large twigs/pieces of rope/something else that suits to mark points
- A willing adult!

What to do:

1. Check out the mimicking animal sheet. Become each animal in turn and move in the way they do (add your own creatures if you like – real or imagined!).
2. With each animal notice how you feel while moving in these different ways.
3. Choose at least six of your favourites and write their names in the results sheet.
4. Set up a length of track, use your twigs/rope/[other items] to mark the starting point and the finishing point.
5. Ask an adult to time you racing from start to finish for each animal you become.
6. Mark your times in the results sheet.

Think about the following reflection questions:

- What did you feel about the activity?
- Which animal did you enjoy being the most and why?
- Which animal did you enjoy being the least and why?
- Which animal was the fastest?
- Which animal was the slowest?
- Do you think if all these animals raced together in real life there would be similar results? Why/why not?
- If you like, draw a podium, or print out the one on the last page, and draw in the winning animals with their medals.
- Did other class members get similar results to you?



Keeping safe:

- Check the area you plan to race along. Is it slippery? Are there any tripping hazards? Is there anything you can do to make the area safer?
- Some of these animal movements require moving the body about on the ground. Be aware of ticks and check yourself afterwards, making sure any found are safely removed by an adult. If ticks are a big problem in your area, is there somewhere else you could carry out the activity?
- Make sure you wash your hands after the activity.

## Mimicking Animals

### **Can you...**

... bound like a deer

... wriggle like a worm

... soar like a bird

... flutter like a butterfly

... scuttle like a spider

... jump like a grasshopper

... trot like a fox

... slither like a snake

... glide like a snail

... hop like a frog

... leap like a squirrel

... crawl like a caterpillar

... waddle like a duck

... scuttle like a crab



And the winning animals are...

