

## ACTIVITY: MOVE IT LIKE AN ANIMAL

### Supplies Needed:

- Cut out pictures from magazines and newspapers of animals (try to include a variety of animal movements such as hopping, slithering, swimming, crawling, etc.)
- Dance Music
- An open space

### Process:

1. Spread out the pictures of the animals
2. Children select a picture and then walk like that animal.
3. Challenge children to see if they can pretend to run, walk, and/or sneak like the animal they selected.
4. Once they are familiar with how the animals move, turn the music on and have an animal dance party.
5. Each person selects an animal and dances how they think that animal would dance.

### Too much prep for you?

Instead of cut out pictures adults can tell children an animal or have the children think of how the animal walks.

### Suggested Adult Interactions:

- Challenge children to see which animal they felt they went the fastest or the slowest as.
- Make a game out of it to see if someone else can guess what animal you are moving like.
- Have children draw imaginary animals and then create the movement of that animal
- Take the animal cards with while out for a family walk. Every few blocks have children select a card and try out different walks.
- Have children select two animals and see if they could imagine what an animal would look like if it was combined and how would it move.

### Skills Developed:

- Children develop large motor skills through active play
- Children use creative thinking in creating an animal walk
- Children use recall skills in remembering animals

### Reading Books:

- *Pretend You're a Cat* by Joan Marzolla
- *Giraffes Can't Dance* by Giles Andreae and Guy Parker-Rees
- *From Head to Toe (Board Book)* by Eric Carle

### Adult References:

- *FitKids* by Mary L Gavin, Steven A Dowshen, and Neil Izenberg
- KidsHealth.org

### Next time you are here:

Join in with the Museum's Big Fun! program. Big Fun! is the Museum's large motor program. Participants have a chance to shake their sillies out in the Atrium underneath the Flying Fish. Or join in one of the Museum's Live Animal programs where you can get up close and touch a live snake or turtle.

**Minnesota**  
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*Smart Play*

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