

## **Name/Title:** Animal Roundup

**Purpose of Event:** The purpose of this activity is to provide students with many opportunities to practice their soccer dribbling skills, while engaging their imaginations and cognitive process.

**Prerequisites:** Prior to this lesson, students must learn how to properly dribble a soccer ball, and know their colors.

**Suggested Grade Level:** K-2

**Materials Needed:** - 12 hula hoops (2 red, 2 orange, 2 yellow, 2 green, 2 blue, 2 purple) - As many colored slightly deflated soccer or playground balls as you need, the more the better. Small and large. - 6 Colored cones (ROYGBP) - 6 different pictures of animals that correspond with a color (Red Panda, Orange Cheetah, Yellow Horse, Green Snake, Blue Dart Frog, Purple T-Rex). - Picture of a zookeeper, optional. - A fun fact about each animal, optional.

## Description of Idea

### Set Up

Have the 6 different colored hoops spread out around the outside of the gym. There should be two of the same-colored hoops at each of the 6 locations. In addition, each spot has a cone that a picture of an animal can be set on. Have all the balls ready to dump OR have them out already, teacher's choice.

### Intro

Bring students together and tell them we are going to be zookeepers today. Ask if anyone knows what a zookeeper is. Then explain that ALL the animals got out last night and we need to put them all back into their exhibits. From here use the animal cards. Pick your first animal, show the class, give a fun fact about that animal, then go to that animal's exhibit and hang the picture on the cone. From here pick a new animal and do the same thing. A variation is having students move like that animal to the exhibits.

### Game

Once everyone has visited each exhibit, and put the pictures of the animals up, then you are ready to begin the game. Explain to the students that we must use our imagination today because the animals are hiding in the playground or soccer balls. Dump out all the balls you are using. Now the fun begins! Students/Zookeepers are now trying to get all the "animals" back to their exhibit. The only way to do this is by dribbling them with their feet. Once all animals are safely back in the exhibit the game is over.

### **Assessment Ideas:**

Set a goal with students to dribble at least one of each “animal” back to their exhibit. At the end of class, check to see who was able to accomplish this task. Depending on how many balls you have, and the skill level of students, increase the number they must bring back to each exhibit.

### **Teaching Suggestions:**

Deflating the balls slightly can increase control and make the dribbling easier for beginning learners.

### **Adaptations for Students with Disabilities:**

One modification that has been done with this game is to change the skill from soccer dribbling to picking the ball up and bringing it to the correct hoop.

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Submitted by **Christina Butcher** in Unadilla, NY. Additional authors for this idea were Jenni Barnes. Thanks for contributing to PE Central! **Posted on PEC: 2/8/2021.**

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