

**Name/Title:** Guess the Animal

**Purpose of Event:** The purpose is to practice lining up protocols.

**Prerequisites:** Procedure for lining up. Toes on the line, facing forward, enough space between students, hands are to yourself personal space.

**Suggested Grade Level:** K-2

**Materials Needed:** none

### Description of Idea

When lining up to leave the students pretend to be an animal. I keep a list of students who have made great choices during class. These students get to choose the animal the entire class has to become. Everybody has to move like that animal without making the sound. When the teacher picks up the class s/he has to guess what animal the students are imitating. We use skills such as jumping, hopping, turning, twisting while staying on the line up line.

### **Assessment Ideas:**

Watch the non-locomotor and locomotor movements that was created. You can tell the students what types of movement you should be seeing, i.e. a flamingo exhibits balance, or a rabbit jumps with two feet.

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Submitted by **Evie Linebaugh** who teaches at El Sol in Kalamazoo, MI. Thanks for contributing to PE Central!  
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