

Mission:

1. Animal Antics

ORGANIZATION:

Music: *Chant:* All the children fast asleep, quietly dreaming without a peep, but when they all open their eyes, my, oh my, what a surprise, they all act like...

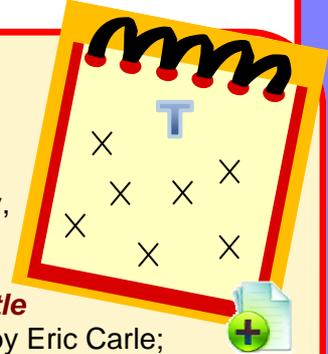
Material: Flashcards with animals

Book: *My Friends* by Tara Gamo; *Ten Little*

Dinosaurs by Pattie Schnetzler; *Animals* by Eric Carle;

Who are We? by Jane Chapman & Alexis Barad-Cutler

Set up: Scattered formation when moving and begin/return to their home (e.g., carpet) to fall asleep.



Read the book, and for every animal picture have children act like that animal. After saying the chant, children open their eyes and act like the animal. When the music stops or the teacher starts the chant, children need to stop and sit down pretending they are asleep until they see the next animal.

VARIATIONS:

First time, read the book and have children do the move related to the animal in every page. Second time, read the chant and shows only pictures of the animals. Children will

need to remember and act out the moves (with the signal) by seeing the picture. Next, say the chant while children are sitting and closing their eyes. When the children open their eyes there is flashcard next to their spot. They move like the animal on that card. When they hear the chant again they go to sleep. While they are "sleeping", switch the cards so that when they "wake up" they have a different animal.

EXTRA TIPS:

When deciding on which animals to choose, look for ones that will allow children a variety of large motor movements. Some suggested animal moves are: gallop like horse, bear walk, tiptoes like kitty, frog jumps, stomp feet like elephant, march like rooster, leap, hop.

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CHOOSE:

Children move around in space in any direction they want while avoiding others. Use one flashcard with an animal (or a question mark) and the children choose what move to do. The question mark card is used as a joker. When they get the joker card they can do any move they want. They can even make up their own animal moves.

ASSESS:

Development and Learning Objectives:

- TSG 8a – Listens, Understands Language
 - Early Learning Standard 11.1 Language Understanding and Use, Benchmark 2
- Physical:*
- TSG 4b, c – Traveling Skills, Runs/Gallops/Skips
 - Early Learning Standard 8.2 Large Motor Development, Benchmark 1
 - TSG 35 – Dance movement
 - Early Learning Standard 13.2 – Music, Rhythm and Movement, Benchmark 2



RELATE:

When children wake up they check their animal card with a friend and ask each other to say what move to do.

ENERGIZE THE BRAIN (EF):

Children are asked to match the move with the animal and then switch to a different animal and remembering the matching moves. Also, children practice inhibition when not doing what other kids are doing (with the individualized cards) and while not picking when they get to be asleep.