Use a small parachute with a different color in each slice. Tape one card with an animal on each child’s shirt. Don’t match the color of the animal with the slice of the chute. Keep the card with the other half of all the animals aside for the destination cones. Slide around with the signal in the direction told (R or L). With stopping signal, announce the color and the name of an animal (e.g., brown bear). The child that has the slice with that animal (but not the color of the chute) needs to take the card and gallop to find the other half of the animal in the general space. In the meantime, everyone else leaves the chute on the floor and sings the song “I really gotta dance” while waiting. Once the child with the animal finds the other half, they return to their original spot at the chute and the activity continues.

Start the game by identifying only the color of the slice of the parachute and go to the cone that has the same color. Once the children are familiar with the game add the animals in the game.

If there is no parachute available, use scarves, tie them together on one side, and have the children hold the other side of the scarf. Colored dots can also be used instead of cones.
Ask the children to select the way they want to move when going to the cone as well as the moves while waiting with the parachute.

**Development and Learning Objectives:** matching, color recognition, half/whole
- TSG 13 - Classification
- Early Learning Standard 12.3 - Shapes and Spatial Reasoning, Benchmark 4

**Physical:**
- TSG 4c - Gallops, Skips
- Early Learning Standard 8.2 - Large Motor Development, Benchmark 1

When moving around with the parachute, emphasize the importance of respecting others’ personal space. Ask children to help each other identify the child who needs to go to the cone. Let the children switch animals with a friend after a while.

Switch the direction of sliding regularly. Switch the rule from the color of the animal to the color of the parachute. Take the cards with the animals and tape them on the back of each child. Ask children to remember the animal they had. If they don’t remember, ask a friend to give them a clue to help them.