

Growth and Change in Animals Games

Animal Categories Duck, Duck, Goose

Rules are the same as “Duck, Duck, Goose” except that the words that are used and the method of moving around the circle.

- Students sit in a circle.
- Choose one student to start.
- That student is given a category of animal.
- They then choose two animals from that category.
- The student then walks around the circle, gently touching the heads of the other students, saying one of the animals they have chosen.
- When the student would like to choose another student to be it they tap their head and say their second animal.
- Both students then run around the circle (in opposite directions), travelling in the manner of the second animal just stated.
- When one of the students makes it around the circle they sit in the vacant seat.
- The left over student is it and is given a new animal category to start again.

Fox and Hare

You will need about 6 hula-hoops for this game.

- Place hula-hoops randomly in a field; explain that these are rabbit holes.
- Explain boundaries (the forest) to students (need running room, but do not want them going too far).
- Choose one student to be a fox.
- The rest of the students are rabbits.
- The rabbits run around the forest.
- If a rabbit is caught by the fox they become a fox as well.
- Rabbits may escape a fox by running into a rabbit hole.
- Rabbits can only stay in a rabbit hole for five seconds.
- The game ends when all the rabbits are caught.

Fly, Frog, Owl

This is the same game as “Giants, Wizards, Elves” except that the words are changed. This is similar to “Rock, Paper, Scissors.”

- Explain the energy flow amongst a grasshopper, frog and owl:
 - Frog eats the fly.
 - Owl eats the frog.
 - When an owl dies a fly will eat the body.
- Divide the class into two groups.
- Set up two lines about the length of a basketball court away from each other, these are the team’s safe zones.
- Each group huddles together in their safe zone and chooses one of the three animals.
- The groups then line up in between the two safe zones, across from one another (with about 3 feet between them.)
- On the count of three both groups yell out their animal and make an action.
 - Owl – flap arms wide like wings.
 - Frog – hop up and down
 - Fly – buzz and make small wing movements
- Which ever group has chosen an animal that will eat the other (the winning group) is on the chase.
- The losing group tries to run back to their safe zone without being tagged.
- If a member of the winning group tags (eats) a member of the losing group, the tagged student changes teams.
- The process is repeated until all students end up on the same team.
- Note: It is sometimes a good idea to have groups choose their animal and a backup animal, in case both groups choose the same animal. In this case you count to three, if the animals are the same, yell backup and count to three again.

Evolution

- All students start as eggs (walking around crouched as close to the ground as possible).
- An egg finds another egg and they play Rock, Paper, Scissors.
- The winner becomes a tadpole, the loser stays an egg.
- The process continues, with students having to match other students at their same stage.
- The stages are:
 - Egg – crouched and waddling
 - Tadpole – arms in front swimming
 - Frog – hopping around
- To add another stage, you could use human after frog (will eat the frog), or Mother Nature, anything to extend the game.