

RHYTHM AND MOVEMENT

ANIMAL CHASE

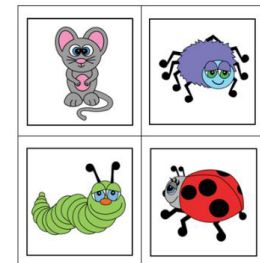
L.I. - To be able to collaborate with peers. To be able to identify a variety of rhythms from visual cues.

20 min

- ♪ At the far end of the room, draw three circles on the floor or place three hoops into which you should place equal numbers of mouse, spider, ladybird and caterpillar picture cards.
- ♪ Divide the class into three teams (depending on numbers and space you can have more or fewer teams) and ask them to line up behind a leader.
- ♪ Explain the exercise: the teacher will tap out an animal rhythm and the leader in each team should run and retrieve the corresponding animal and bring it back to their team.
- ♪ The teacher should place correct answers into the 'yes' pile and incorrect answers into the 'no' pile.
- ♪ The team member should then go to the back of the line and a new leader takes their turn.
- ♪ The winning team will be the team with the most animals in their 'yes' pile at the end of the game.

RESOURCES

- ♪ Three hoops or floorchalks.
- ♪ Animal picture / notation cards.
- ♪ Space to run from one end of the room to the other.



TEACHER'S NOTES / Date

Assessment / Extension / Links

- ♪ Extend the game using notation cards or multiple animal sequences.