

## 3. Animal Kingdom

### Description

Arrange pupils on spot markers in a circle. Invite one pupil to be the zoo keeper and to stand on a spot marker in the centre of the circle. The zookeeper must close their eyes and use their voice to instruct other pupils how to move around the circle on the spot markers (skip, run, walk, jog, side step, etc.).

The zoo keeper will then shout “FREEZE” and, keeping their eyes closed, point to someone and shout out an animal. The chosen pupil is then invited to make the sound of that animal. The zoo keeper has three chances to guess who made the sound. The player who made the animal sound swaps places with the zookeeper.

### Equipment

- Spot Markers
- Blindfolds (optional)

### Variations

- Invite the zoo keeper to point at a pupil who will then make an animal noise. The zoo keeper must guess the animal noise.
- Invite the zoo keeper to use more difficult movements.

