



ATHLETICS



DANCE



GYMNASTICS

Description of Activity

Invite pupils to find a space at one end of the playing area. On a signal, pupils begin walking around the area. On a second signal, pupils freeze and the teacher calls out the name of an animal such as snake, monkey, elephant, giraffe, frog, zebra, cheetah, gazelle, rabbit, lion etc.

Pupils then move towards the opposite end of the playing area moving like that animal. When the pupils reach the far end of the playing area, they begin walking again until they hear the signal and the activity is repeated with another animal.



Variations

- Invite pupils to add sounds to go along with the animal.
- Alter the theme for the animals e.g. zoo, farm, ocean, etc.
- Arrange pupils in pairs. Each time the pupils hear the signal, one pupil performs an animal movement and the other pupil has to guess what the animal is. Swap roles and play again.

Equipment

An open playing area



- **Ensure pupils move safely within the playing area and avoid making contact with each other.**
- **Pause the activity at intervals to focus on the specific teaching points for walking in the lesson. Invite a pupil to demonstrate correct technique, allow the pupils to practise in isolation and then return to the activity. Provide feedback to individual pupils as they demonstrate good walking technique during the activity.**



- **In your PE journal, draw a picture of your favourite animal walk.**



- **spás oscailte • conas a ghluaiséann an t-ainmhí? • bunscoiléanna gluaiseachta • nathair • moncaí • eilifint • sioraf • frog • séabra • síota • coinín • leon**