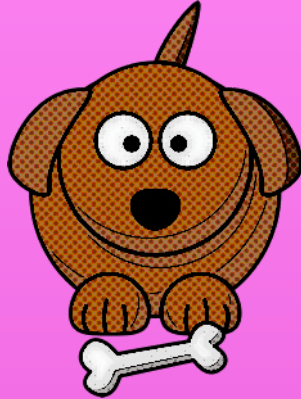


# ANIMAL KINGDOM

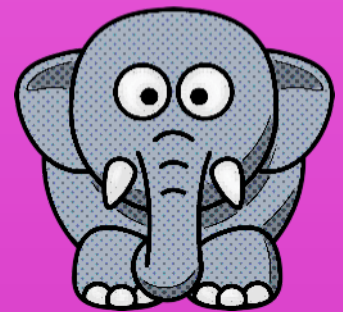
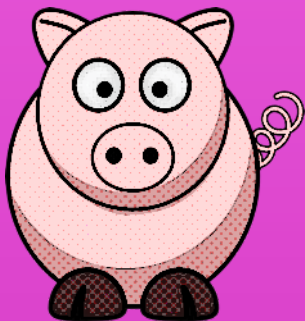
## icebreaker activity



## INSTRUCTIONS

STUDENTS BEGIN THE GAME BY FORMING A CIRCLE AND CHOOSING AN ANIMAL AND A MOTION AND NOISE FOR THAT ANIMAL. ONE STUDENT SENDS THE ACTION TO ANOTHER STUDENT BY MAKING THEIR OWN MOTION AND NOISE, AND THEN SOMEONE ELSE'S MOTION AND NOISE. THAT STUDENT, IN TURN, MAKES THEIR MOTION AND NOISE AND THEN ANOTHER STUDENT'S.

THE COMMON ANIMALS USED ARE CAT, DOG AND MONKEY BUT ENCOURAGE CREATIVITY. IF A STUDENT 'MESSES UP', THEY ARE OUT FOR THAT ROUND, AND THE WINNER IS THE LAST STUDENT STILL IN.



BreakAppz



@DALESIDEBOTTOM