

Animal Charades

Overview:

Students will use their knowledge of local animals to play a game of charades.

Objectives:

1. Students will be able to name animals that live in the bay and dunes
2. Students will use characteristics of animals to portray and identify them

Time:

10-20 minutes

Materials:

None

Procedure:

1. Have students sit so they are all facing the same direction. The charades or acting will take place in front of the students.
2. Choose a student and whisper an animal in his/her ear. The student will act out the animal until the rest of the group guesses what the animal is.
3. Once the group guesses the animal, ask how they knew what it was (what characteristics did the “charader” portray). Hold a discussion with the class about the animal, where it lives, what it eats, what its tracks look like, or other interesting characteristics.
4. After the discussion, choose another student and continue with the same procedure. This continues until time is up or all students have been chosen.

Variations: This game can be done with animals from any habitat, not just the bay and dunes. Instead of whispering in their ear, have index cards with the animal names or pictures on them, or let the students choose their own animal. To make the game easier, you can focus on a certain group of animals; for example, play a game of marsh invertebrate charades or ocean animal charades.