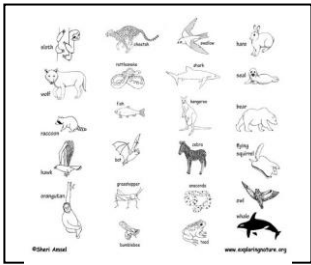





Activities for “Who’s in a Hurry?”

	<p>Do the Locomotion!</p> <p>Get students moving with this fun version of charades! Have each student chose an animal (see list for suggestions) and imitate its movements. Students may HOP like a rabbit, RUN like a cheetah, SLITHER like a snake, etc. as classmates guess what they are. Free PDF at https://bit.ly/3LF6qDn</p>																								
	<p>Wiggle, Giggle, Swing, Fly, Jump!</p> <p>Build vocabulary, listening skills, motor skills and social skills with this group game! Have students take turns rolling the dice, naming the animals, reading the sentences, and moving like that animal (crawl hop, stretch, etc.) Find more ways to play at https://bit.ly/3n26W3S</p>																								
 <p style="text-align: center;">Slow Speed Fast Speed</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> </div>	<p>Fast-and-Slow Challenges for All Ages!</p> <p>This educational site offers a variety of fast-and-slow online games younger students. It also features advanced challenges for older students on the topics of fast-and-slow changes in as geology, weather, natural disasters, and more. https://bit.ly/3lsfqRi</p>																								
	<p>Animal Movement Match-Up Game</p> <p>This activity will help students identify various ways animals move. Ask students to cut animals from magazines that feature each type of movement: running, walking, flying, swimming, hopping, and jumping. Obtain six poster boards and title them as: 1. run 2. walk, 3. fly, 4. swim, 5. hop and 6. jump. Ask students to tape pictures to the appropriate chart. Display as wall art!</p>																								
<p>Name: _____</p> <p>Make a list of animals that can do each movement.</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;">Run/Walk</th> <th style="width: 25%;">Fly</th> <th style="width: 25%;">Swim</th> <th style="width: 25%;">Jump/Hop</th> </tr> </thead> <tbody> <tr> <td>1. _____</td> <td>1. _____</td> <td>1. _____</td> <td>1. _____</td> </tr> <tr> <td>2. _____</td> <td>2. _____</td> <td>2. _____</td> <td>2. _____</td> </tr> <tr> <td>3. _____</td> <td>3. _____</td> <td>3. _____</td> <td>3. _____</td> </tr> <tr> <td>4. _____</td> <td>4. _____</td> <td>4. _____</td> <td>4. _____</td> </tr> <tr> <td>5. _____</td> <td>5. _____</td> <td>5. _____</td> <td>5. _____</td> </tr> </tbody> </table>	Run/Walk	Fly	Swim	Jump/Hop	1. _____	1. _____	1. _____	1. _____	2. _____	2. _____	2. _____	2. _____	3. _____	3. _____	3. _____	3. _____	4. _____	4. _____	4. _____	4. _____	5. _____	5. _____	5. _____	5. _____	<p>What Have We Learned?</p> <p>How familiar are your students with animals and the ways in which they move? What have they learned? As a review, print out this chart, one per student, and ask them to write down the names of animals in the corresponding column and identify the fastest and slowest in each group. https://bit.ly/3JPMRXI</p>
Run/Walk	Fly	Swim	Jump/Hop																						
1. _____	1. _____	1. _____	1. _____																						
2. _____	2. _____	2. _____	2. _____																						
3. _____	3. _____	3. _____	3. _____																						
4. _____	4. _____	4. _____	4. _____																						
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