Animal Tag

Introduction: During the kindergarten year, students learn properties and characteristics of animals, such as which animals have tails, wings, feet, etc. While participating in this activity, the students will be able to emulate a certain animal’s characteristics while trying not to be tagged. It is an action-packed learning activity.

Grade Level and Subject: Kindergarten Science and P.E.

TEKS: Science 5A, 6C
      P.E. 1A, 3A, 3B, 6A, 6B, 7A, 7B, 7C

Materials: chalk


Activity: After a unit study on animals and their characteristics, this lesson will be a great culminating activity.

Before beginning this activity, the teacher needs to draw two parallel lines approximately 30–50 feet apart. This can be done on the playground or in the gym.

To begin, the teacher needs to divide the class into two equal groups, with each group standing on one of the chalk lines. The teacher will go to one of the groups and whisper the type of animal that the students are to imitate. After giving those students a chance to think about how they will move, the teacher should give a starting signal.

On the starting signal, the students who are imitating an animal are to run to the center of the playing area (the teacher might need to mark the center area if the children are uncertain of its location). They are to begin making the movements of the certain animal the teacher whispered for them to imitate. For example, if the teacher asks the first group to imitate a chicken, the students should peck and scratch the ground while their hands make the “tail” at their backsides. The other group watches the first group and tries to guess what animal is being imitated. If guessed, the first group (the students imitating the animal) must run back to their line without being tagged while the second group chases them and tries to tag them. If tagged, the student must join the other team. The groups then alternate roles, and the second group becomes the animal imitators. Play continues in this manner until there are few players left on one team.

Evaluation: The teacher will monitor all behavior and give clues to the children on how an animal can be imitated.