



This indoor activity supports the following SEL concepts:

- ✓ Listening to each other
- ✓ Making & keeping friends
 - ✓ Self control



SEL TOP TIPS

for a successful game:

Try to remember:

- » Your fair play rules
- » To compliment your team mates
- » The Golden Rule
- » To listen to others
- » To use the steps for calming down
- » To problem solve:
Stop, Make a plan & Go



ANIMAL FARM

HOW TO PLAY

1. Choose a caller (this could be the Pupil of the Day.)
2. The caller calls out the name of an animal.
3. The other players have to act out the animal by making the noise and moving like it.
4. The caller then calls out another animal and so the game continues.

VARIATION

Introduce some 'joker' animals which can get you out of the game E.g. At the beginning of the game explain that the horse is the joker animal. When the caller says horse the players are not allowed to act out the horse actions/noises otherwise they are out of the game.

You can make the game harder and harder by introducing more 'joker' animals.