



# ANIMAL STATUES

What you need:	Nothing
Music requirements:	Yes
Age suitability:	2+

This game is like a version of the normal statues game.

To start the game you tell the children to act like a particular animal, for example, jump like a kangaroo. You start the music and the children continue to jump like a kangaroo whilst the music plays. You turn the music off periodically. When you turn the music off the children must freeze. The last child to freeze has to sit down. If any child moves whilst the music is off they must sit down. Once that round is finished you give another direction for example, purr like a cat. If you want to make it a game without any winner's just leave each child in after each round or they can sit out for one round.

Each round you give a different direction until the last child is standing. The last child standing is the winner (if you are playing for a winner).

Some ideas are:

- Leap like a frog
- Slither like a snake
- Swim like a fish
- Fly like a bird
- Snap like a crocodile
- Trot like a horse
- Scamper like a mouse

On the last round the children have to "Roar like a lion".

This game can be adapted for different themes, for example transport party they can hoot like a horn, toot like a train, etc.