**Animal Kingdom**



**Who**: Reception – Year 9

**Players**: 8+

**Time**: 10+ minutes

**Equipment**: None

**How to play**

* Form a circle and stand 2 metres away from each other. Select one player to be the zookeeper, who will stand in the middle of the circle.
* The zookeeper will close his or her eyes and instruct other players how to move around the circle (skip, run, jump, etc.). Make sure to keep your distance.
* When the zookeeper is ready, he or she says, "freeze," points to someone, and shouts out an animal.
* If you are chosen, you have to make the sound of an animal that the zookeeper says.
* The zookeeper has three chances to guess who made the sound.
* Wi-Fi (wireless high five or air five) the zookeeper. The player who made the animal sound switches places with the zookeeper.

**Check for understanding**

How many guesses do you have?

When can you go to the middle of the circle?

**Top tip**

Make sure the zookeeper closes his/her eyes

**Conflict resolution**

If the zookeeper points between two people, have them do rock-paper-scissors to determine who will make the animal sound

**Change it**

**Easy**: Zookeeper will guess the noise

**Medium**: Make the movement of the animal

**Hard**: Say a word like the animal