

Animals on the Move



Materials

- *From Head to Toe*, by Eric Carle
 - From your local library, or a read aloud on YouTube
- Game Spinner Printout (attached)
 - Pen or Pencil (used to hold paperclip)
 - Paperclip (used to 'spin' the spinner)
- Pen or pencil to draw and write in **three** more animal movements on the spinner
- Plenty of space to move like the animals!

Learning Objectives

- I can mimic the animal movements from the story
- I can identify three new animals and explain the movements that they make
- I can follow directions by spinning the spinner and moving like the animal that it lands on

Skills



Gross Motor



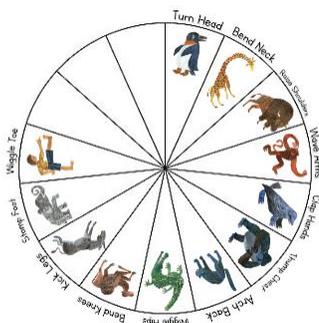
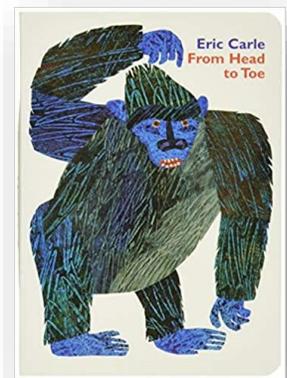
Dramatic Play

Exploration

This activity starts by reading or listening to a read-along of *From Head to Toe*, by Eric Carle. Encourage students to make the movements along with the animals and friends in the story!

- Which animal movement was the **hardest**? Why?
- Which animal movement was the **easiest**? Why?
- Can you think of any animals that weren't in the story? What kinds of movements do those animals make?

Next, students will play a game that involves the animals from the story, plus **three** additional animals that they get to add in themselves. First, an adult helper will print the 'Game Spinner', which has all of the animals and movements from the story, along with three blank spaces. Students will pick three new animals and movements to add to their game spinner (this is where some of the discussion questions listed above may come in handy!). Lastly, students may want to practice using their game spinner. To use the game spinner, place a paper clip on the game spinner so that the side with less space is covering the center of the spinner. Use a pen or pencil to hold the paper clip in place in the center of the spinner, and use a finger to push the rest of the paper clip so that it spins around the pen.



To play the game, students will take turns (if there is more than one student—if not, the game can be played solo as well) spinning the game spinner and mimicking the movements of the animals that the paper clip lands on.

As an added challenge, try spinning 2 or more times in a row, then acting out the series of animal movements instead of one movement at a time!

