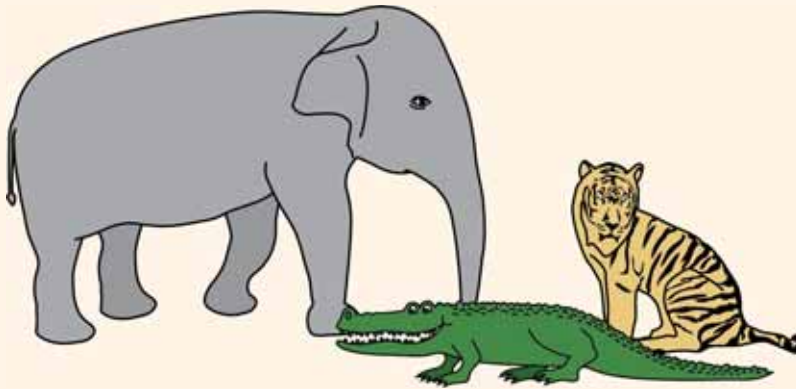


### "Run, Hop, Slither"

Designate an area of the playground in which the children will play. They stand side-by-side and face the direction in which they will move. Stand facing the children at the opposite side and name an animal. The children pretend to be the animal as move toward the opposite end of the playground.

When signaled to stop the children run back to the start.

Repeat with animals that move in a variety of ways (elephant, snake, kangaroo, tiger, alligator, rabbit, monkey).

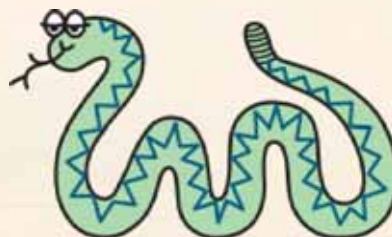


### "Slithering Snake"

The children stand in a line with their hands on the waist of the children in front of them to form a snake. The first child in line is the snake's head and the last child in line is the snake's tail.

The object of the game is for the snake to catch its own tail.

The first child in line leads the rest of the snake around the jungle (play area) as he or she tries to catch up to and touch the last player in line. When the head catches the tail, he or she becomes the tail and the next child in line becomes the head. Continue until all children have a turn to be the snake's head.



#### **Approaches to Learning**

*Uses imagination in play and interactions with others*

#### **Creative Arts**

*Participates in a variety of movement activities with or without props*

#### **Gross Motor Skills**

*Combines a sequence of large motor skills*

*Demonstrates strength and coordination of large muscles to engage in skills such as jumping, hopping, and running*

#### **Approaches to Learning**

*Uses imagination in play and interactions with others*

#### **Gross Motor Skills**

*Combines a sequence of large motor skills*

*Moves with an awareness of personal space in relationship to objects and others*

#### **Social/Emotional Development**

*Recognizes and regulates emotions, attention, impulses and behavior*