

ANIMAL RELAY

READY

EQUIPMENT:

CONES OR TAPE

SET-UP:

PLAYERS LINE UP

NUMBER OF PLAYERS: 6+

TIME: 10 MINUTES +



EXPLAIN

- 1 Players line up standing 6 feet away from each other. The leader will split players into teams of three and use cones to mark start and end lines.
- 2 The leader calls out an animal (cheetah, shark, elephant). When the leader says, “go,” the first students in line will act like the specified animal as they move toward the end cone.
- 3 They act like the animal on the way back to the start line. Once the player sits down at the end of his or her line, the next player goes.
- 4 The first team to have all players sitting down wins!

✓ **For Understanding:**

- What do you do when you get back to your line?
- What are you running toward?

GAME TIP:

- Demonstrate a round before students play.

CONFLICT RESOLUTION TIP:

- Have players cheer each other on.

P LAY → REP IT OUT!

- **EASY:** Sloth: walk slowly
- **MEDIUM:** Rabbit: hop on two feet
- **HARD:** Crab: crab walk

CATEGORY:
 BEGINNER

ENVIRONMENT:
 AUDITORIUM,
 CAFETERIA,
 GYMNASIUM,
 HALLWAY,
 PLAYGROUND

GRADES:
 K-5

FITNESS FOCUS:



BACK-UP GAMES:
 ANIMAL FARM
 HIDING NEMO
 HIGH WIRE