



Animals on the Loose

- **Purpose of Activity:** This game will teach students to work together to accomplish a common goal.
- **Standard:** The student will achieve and maintain a health-enhancing level of physical fitness.
- **Objective:** Students will participate in activities that develop muscular strength and endurance. • This game will require each student to perform a variety of throwing and catching exercises.
- **Suggested Grade Level:** K-2
- **Materials Needed:** Adventure Series Equipment.

Assessment Ideas:

- Reinforce to the students that sharing and taking turns is very important for both safety and enjoyability of the game.

Adaptations for Students with Disabilities:

- Children in wheelchairs can also participate. These students can assist others at each station, and the teacher can adapt the game to the ability level of each student.

Game Overview

1. Warm-up: The teacher will lead the students in a warm-up activity, followed by a light stretch before the activity begins.
2. The teacher must choose 2 or 3 students to be zookeepers.
3. The remaining students will be divided into four equal groups of animals: lions, hippos, monkeys, and elephants.
4. Each animal has a hiding place. The lions will hide by one of the Crater Arches. The monkeys will hide by the High Arch. The hippos will hide by the second Crater Arch. The elephant will hide by the Arch with Glide.
5. The goal of the game is for the animals to sneak away from the zookeepers without getting caught. When the teacher says "Go!", one lion, one hippo, one monkey and one elephant must leave their hiding place and run all the way around the Adventure Series equipment.
6. If a zookeeper successfully tags an animal, the animal must go sit in the Cage. If the animal makes it back to their hiding place without being tagged, the animal is safe.
7. Once the first four animals have either been tagged or returned to their hiding place, the teacher will say "Go!" again, and the next lion, monkey, hippo and elephant must run around the equipment, trying to avoid being tagged by the zookeepers.
8. Repeat until every animal has had a chance to run around the equipment one time. At the end of the game, choose new zookeepers and new animals and play again.

See included CD for electronic version.

