

**Grade Level:** Elementary

**Theme:** Language, dance

**Subject:** Science

**Time:** 5 to 10 minutes

**Description**

Quick warm-up activity to build vocabulary and get students moving!

**Vocabulary**

- howl
- wiggle
- sniff
- slide
- bark
- moo
- other animal sounds and movements

**Ecoliteracy learning outcomes**

Familiarization with words and actions that describe the natural world.

**What you need**

Open space, enough for students to move around in place without touching one another.

**What you do**

This variation of Simon Says is a good way to introduce animal names and words for animal-like movements to younger ESL students.

It is an easy warm-up, as most students have played Simon Says and understand the rules. Try playing Simon Howls with a rule that students who are “out” have to act like a plant for a round, instead of following along with the others. Once the round is complete, they can rejoin the game.

1. Have students assemble and tell them they will be playing Simon Says but with a twist. Have them find a space apart from each other, by sticking their arms out; if you are touching another person’s outstretched arms you are too close!

2. With students in position, begin with a few rounds of Simon Says movements – Simon says touch your toes, Simon says hands on your hips, etc.

3. Now begin working in movements and sounds that animals might make. Some examples might include:



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## WARM-UP GAME: SIMON HOWLS

- A. Sniff like a pig
  - B. Bark like a dog or Howl like a wolf  
(with hands up like paws)
  - C. Walk like a deer (hands up as antlers,  
or sticking out on lower back as in flagging)
  - D. Chew/chirp like a squirrel (hands chewing a  
nut or brushing tail)
  - E. Skitter like an ant (low to the ground)
  - F. Slither like a snake
  - G. Cover like a turtle (hands on back like a shell)
  - H. Meow like a cat
- and so on.



4. Once students are familiar with the game and a few examples of different animals, have a student lead the activity for the class.
5. This game can be extended as a drama exercise. One at a time, students can take a movement (or series of movements) they learned during this game and perform them silently in front of the class, with other students using vocabulary to guess which animal that would be.



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