

# Guess the animal

Just for fun

This activity is great for introducing new animals to your learners as a starter.

It can also be used at the end of a lesson, as a reward.

## preparation

- Prepare a list of animals that you would like to go through during the game.

## procedure

- Ask one of your learners to come to the board and whisper an animal name to them.
- The learner has to move like the animal mentioned and imitate it as closely as possible (noises are allowed).
- The rest of the group guesses what animal is being represented.
- This game could also be played when introducing animal categories (mammals, fish, insects, amphibians, reptiles, etc...) In this case, the rest of the group would have to guess what group the animal belongs to.

## example



You're a lion! You belong to the mammal category.