



## Sloth at the Zoom

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Suggested Activity :

## Animal Antics

During the story, we see some of the animals get up to their usual antics; the zebras gallop, the monkeys climb and screech, the parrots fly, the cheetah runs fast and the sloth sleeps !

Have a discussion with the children about what some other animals that they know of do. When you have a few ideas, practice acting them all out.

### Here are some other examples :

- **Elephants** - *stomp their feet*
- **Crocodiles** - *Using your arms, open your arms wide to make a crocodile's mouth and then snap them shut.*
- **Kangaroos** - *Jump around*
- **Dinosaurs** - *stomp around and roar*
- **Snakes** - *slither*
- **Frogs** - *Crouch down then leap up*
- **Bunnies** - *make long ears with your hands and then hop around*
- **Sharks** - *Put your hands together and put them on top of your head like a shark's fin then 'swim' around, baring your teeth and pretending to bite.*

Once you have practiced, explain to the children that you are going to pretend you are at the *Zoom* (zoo). You will be the zookeeper, and when you call out the name of an animal, the children must mimic that animal's behaviour. However, as soon as you call out 'sloth!' the children must drop to the floor and pretend to sleep. Once they are in their sleeping position, they must not move until you call out another animal - if they do, then they are out! The last person to be in the game wins and becomes the zookeeper for the next round.

You can mix it up and create suspense by changing animals at varying paces or calling 'sloth!' twice in a short space of time. Once you have appointed a new zookeeper, make sure you join in with the rest of the game - the children will get a real kick out of seeing you stomping around like a dinosaur, screeching like a monkey or slithering like a snake!